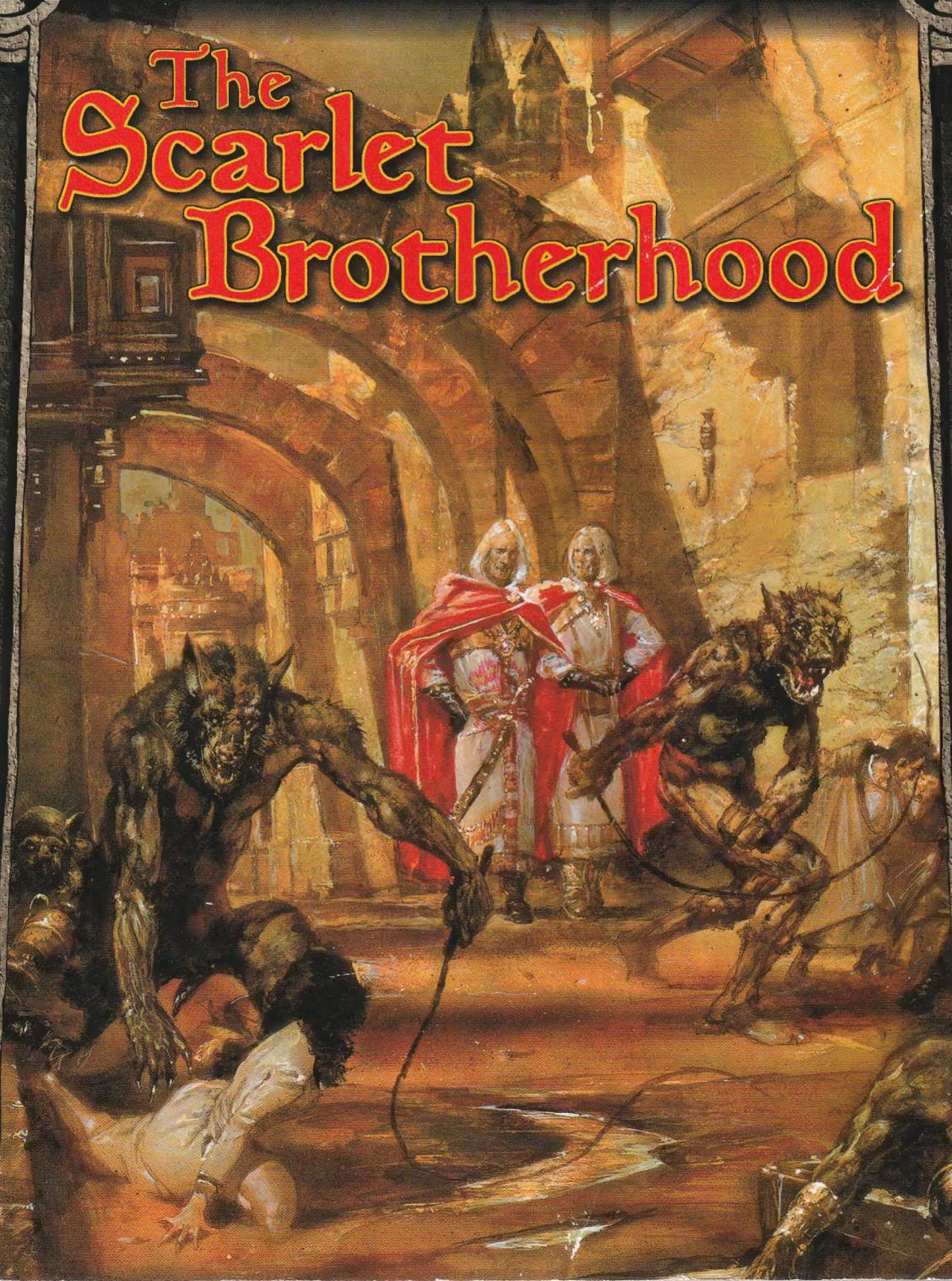


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The Scarlet Brotherhood



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The Scarlet Brotherhood

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THE SCARLET BROTHERHOOD

PHILOSOPHY

The single thing that drives the Scarlet Brotherhood is the philosophy first set down almost a thousand years ago by their founder Kevelli Mauk, and enhanced and refined over the centuries by the higher levels of the Brotherhood. The Suel race are the chosen people of Oerth, as predestined by their gods — pure, virtuous, and the rightful rulers of the Flanaess. Their superiority is evident in their physical perfection, the early birth of their ancient empire and their mastery of magic. Other races' refusal to acknowledge this superiority is unfortunate, for it has resulted in terrible conflicts. The Suel people have suffered wars, religious persecution, exile, loss of their ancestral lands, and murder at the hands of inferior races, simply because most cannot come to terms with the innate superiority of the Suel.

As the Suel were greatly outnumbered by the other human and the nonhuman races of the Flanaess — particularly after the Rain of Colorless Fire destroyed their homeland — they had little hope of convincing the rest of the world through force alone. Most Suel would have preferred that the inferior races simply bow down and accept their proper roles as servants of the true people, but it was not to be. Over the centuries, the Suel people who settled on the Tilvanot Peninsula and formed the Scarlet Brotherhood were forced to rely on deception, stealth, intrigue and assassination to prevent the dilution of Suel virtues. Unenlightened people might consider the actions of the Scarlet brotherhood and its members evil, but the Brotherhood knows they were necessary to assure achievement of the Suel destiny. While most citizens can be considered evil, they are so only by necessity. Many are not supportive of evil acts in general — the Brotherhood acts as it does only because it must, and these citizens do not support banditry or crime unless it is part of the Brotherhood plan. This moral stance is nearly universal among the commoners of the Brotherhood lands who, like commoners everywhere, are primarily concerned with tending their families and livestock. A visitor to the Tilvanot peninsula is in error if she assumes the farming villages and fishing towns are filled with people espousing evil. Theirs is not an evil land; it is controlled by evil people — evil for a high purpose.

HISTORY

"The start of the Great War surprised no one. For longer than a year, raiders from both nations stormed across the Haut Range, pillaging and burning homes and farms on either side of the great mountains. In the spring of 5031 SD Emperor Ad-Zol sent nine thousand troops across the mountains to punish the black-haired northerners. They were met on the Fields of Padyr by a comparable force sent by the Bakluni Padishah Ramif; after a pitched battle that lasted almost three days, the armies had annihilated one another. The handful of surviving warriors from the Emperor's army retreated to their homeland and reported imminent invasion by the foul Bakluni, and the very air that my people breathed became charged with the fervor of war.

"By 5070 SD, the populations of our cities were falling, far beyond the attrition to be expected from the war with the northerners. Many commoners and even a few minor noble houses escaped the conflict and moved east, across the Harsh Pass and into the lands beyond. The nobles would have liked their contemporaries to believe the move was influenced by tales of the fertile lands and great wealth beyond the Crystalmists, but the truth is that they feared powerful rival houses, who might take advantage of the exigencies of the war with the dark-eyed northerners to eliminate them.

"Most remarkably, the emperor's own son had fled the year before this, accompanied by thousands of citizens loyal to him. The emperor sent the houses of Schnai, Cruskii and Fruztii to bring back his son to face justice. The houses vanished, lost — no one knew why — to the lands of the east.

"It was on the first day of the year 5091 SD that I presented my vision to the council of nobles. The Brotherhood of the Scarlet Sign, my vision revealed, would be an organization whose sole intent was to prevent dilution of the virtues of our people. The war with the Bakluni did not prevent contact with their nefarious race, and excursions from rebellious Roka, Chebi and Hochebi, and visitors from the west and south, polluted our people with their flesh and their cultures. The Brotherhood would swear to uphold the ideals of Suel culture, forsaking physical and mental corruption. Their purity would be the purity of the flame, tempering the pure, searing the unworthy and branding the inferior. Despite resistance from certain obviously tainted houses, the council and the king approved my plan and presented me with a mansion and funds for use in creating this order. . . ."

" . . . The Bakluni wizards have wrought a terrible fate on my homeland. Lights without color fell from the sky and burned everything to

ash — people, homes, even the soil and rock beneath. At last I understand the foreboding that consumed me this past hour and drove me to flee with a handful of students and slaves — it was a premonition of the death of my city and my people. Saved by Lendor's Matrix, we now stand at the entrance to the Harsh Pass, watching the destruction of millions of men and women, the greatest empire of humankind, and five thousand years of history.

"I swear such a thing will never happen again. Never will my people be stained and damaged by the actions of an inferior race. We will travel east and find the scattered survivors of our great empire. My Scarlet Brotherhood will build the Suel empire anew. All who do not kneel to us will be crushed. We must move with haste, for the fires of my nation's death-pyre move this way."

— Kevelli Mauk
from *The Journal Of Kevelli Mauk*

The Origins of the Brotherhood

From its somewhat humble beginnings as a group of citizens dedicated to preserving the heritage and culture of the Suel people, the Scarlet Brotherhood has evolved into a military and political organization of terror and subversion, determined to rule the world as representatives of the greatest and purest race of humankind.

Founded by Kevelli Mauk over a thousand years ago, the Brotherhood of the Scarlet Sign initially did no more than teach the doctrine of racial and cultural purity, offering propaganda about "inferior" races, particularly the Baklunish, with whom the Suel were at war. Kevelli's group gained many converts, and the remodeled residence in which the Brotherhood was based became a locus of activity.

Three years after the Scarlet Brotherhood's founding, the Rain of Colorless Fire fell on the Suel Empire. The hour before the Rain began, Kevelli was overwhelmed by a premonition of doom; this supernatural warning gave him time to activate a now-lost artifact known as *Lendor's Matrix*, an hourglass-shaped device that could temporarily suspend time and transport matter across great distances. He gathered his ten most ardent students, their slaves and the *Tome of the Scarlet Sign* — the manifesto of the Scarlet Brotherhood — and used the *Mattrix* to teleport to the western side of the Hellfurnaces, moments before the cataclysm eradicated the Suel capital and surrounding lands.

Kevelli, his students and their slaves headed northeast across the Kendeen Pass and into the Sheldomar valley. Unsure how far the Rain of Colorless Fire might come, they continued north into what is now Veluna, where they turned aside rather than confront a much larger group of migrating Oeridians. In their flight, they encountered two minor Suel noble houses that had passed through Slerotin's Tunnel several years earlier, and the enlarged band moved east. Four times over the next three years they stopped, hoping to settle, but each time migrating Oeridians arrived and claimed the chosen territory. The Suel band was forced to flee, their numbers too small to fend off attacks, despite the skills of their guards and warriors.

The refugees finally struck south across a great swamp, hoping their intermittent harassers would not follow them into so dangerous and

inhospitable a place. For two months they lived in the swamp, watching Oeridian clans explore its fringes and turn away to more arable land. Finally free of their olive-skinned enemies, they continued south into the swamp, seeking solid ground. Two of Kevelli's students died when the party entered a stone ruin half-buried in the muck, but they and six slaves were the only casualties of the trip across the great bog.

Eventually the travelers emerged from the swamp, at the narrowest part of the Tilvanot ("south-hill") peninsula. Liking the cool breezes and misty skies of this place, they continued south and west and came at last to a great mesa, where they found a colony of several thousand followers of the Suel Emperor's son Zellif, who had been living there since 5071 SD. Zellif's people had claimed the peninsula as their own, driving away, bargaining with, or enslaving the humanoid and Flan tribes there. Earlier that year Zellif had disappeared into the Griff's far to the north for an unknown purpose, leaving the colony without leadership.

Kevelli's tale of the Rain of Colorless Fire infuriated the colony's members, who felt their people had suffered wrongly. Over time, other Suel refugees came to the Tilvanot peninsula. The doctrine of the Scarlet Brotherhood found fertile soil in this atmosphere. Lesser races and minds were responsible for the suffering of the Suel people, and they would repay the debt owed their superiors. Only the wisdom and strength of the racially pure could return order to the world. The Suel — finest flower of Oerth — would rule; the rest must work and obey.

A New Nation and the Brotherhood Legacy

Kevelli knew that the displaced Suel were still vulnerable, as much to nobles fighting for primacy as to external threats. He might have claimed the throne for himself, citing his noble blood, but he instead proposed the colony be governed by a council of nobles, with himself in an advisory position as master of the Scarlet Brotherhood. The nobles agreed and established the council, dividing the commoners who had followed Zellif among the fragmentary Houses. Kevelli insisted that all must be sworn to secrecy about the Brotherhood's purpose. Outsiders must see the Tilvanot's populace as no more than transplanted Suel farmers, warriors and scholars.

The colony built an amazing city on the plateau, imitating the architectural styles of their lost homeland. The *Tome of the Scarlet Sign* was copied a dozen times; the manuscripts were passed to each Brotherhood recruit in turn for memorization. The Spine Ridge hills proved to contain rich veins of gold and gems; bands of dwarves as far north as Sunndi sometimes vanished, to reappear later as slaves in the colony's mines. The nobles lamented the loss of their *thurgamazar* (derro) slaves, and plans were set to create new slave races. The unusual trees on the west half of the Tilvanot proved useful and valuable beyond its borders, and two small coastal towns were established to handle trade with other nations. While aloof and somewhat cruel, the new Suel nation — now known by the unassuming name Shar, meaning "purity" — was careful never to reveal their true intentions.

Suel from across the Flanaess continued to migrate into Brotherhood lands; those that agreed with the Brotherhood philosophy stayed; others crossed the shark-infested waters of the Tilva ("southern") Strait to the jungles of the continent to the south.



The first group to do so was led by a younger son of house Schnai named Eri-hep-Mona. These Suel (and similar groups that went south from Slerotin's Tunnel into the Amedio Jungle) adapted to their new surroundings and lost contact with their former kin. Hep-Mona himself returned from the jungles three years later, laden with nuggets of raw gold and unrecognizable icons. The explorer continued north and west, finally meeting and marrying into the Aerdi tribe of the Oeridians long before they founded the Great Kingdom. Although he never returned to the jungle, his many fantastic tales of it spread throughout the Oeridian tribes, and the southern continent became known by his name.

Although Kevelli died in 5105 SD, his vision lived on. He was succeeded by his most talented student, Reshek Nes. Reshek followed her mentor's lead and created a strict monk-like regimen for the most talented students, building strength and focus through discipline and denial. Over the next century, the Scarlet Brotherhood's members developed a method of unarmed combat, recognizing the many situations where an empty hand and an innocent face would be a valuable weapon. Other members trained in the arts of disguise, poison, espionage and lethal strikes. Still others learned stealth, infiltration and thievery. During this time the three-tiered structure of the Brotherhood developed, with martial artists at the top, assassins below them, and thieves comprising the remainder.

The leader of the Brotherhood continued to advise the nobles' council, exhorting the frequently short-sighted nobles to patience and long-term planning. Time and again one of the ranking Houses proposed striking the Brotherhood's neighbors, only to be discouraged by the soft words of a red-robed monk — or by the sharp edge of a cold blade in the night. By 5270 SD the council's goals were almost entirely subsumed by Brotherhood directives, with most council representatives chosen by indoctrinated families. The last three Houses clutching at an independent identity attempted a coup in 5271 SD. The Tilvanot erupted in a brief civil war, which ended with a series of assassinations and two public demonstrations of the monks' dreaded "quivering palm" ability, performed on the rebellion's generals before their assembled troops. The surviving nobles of the three Houses were captured, tortured and executed as examples. In 5273 SD the council was dissolved and the hierarchy of monks, assassins and thieves controlled the government in word as well as in deed.

Throughout these political changes, the Suel race continued to practice the evil deeds of their forebears. Enslavement of other races was an everyday practice. Holidays and celebrations were marked with ritualized torture. Dark sorceries were embraced to advance the cause. Such actions were performed in the most secret parts of the hidden city; the rare visitors from the outside world saw only a stern nation whose citizenry suffered from no more than patriotic extremism. Any visitor discovering too much disappeared, "volunteered" for torture or to serve in the breeding programs for inferiors.

News of the Outer World

The founding of the Kingdom of Aerdi in 5299 SD changed little in the Kingdom of Shar. A civilized neighbor to the north allowed the Brotherhood to trade for food and other resources, and offered them a foothold in the Flanaess where they could learn about the other forming nations. Over time, spies planted in the Aerdi kingdom moved to other lands, strengthening the Brotherhood's information network. Even when the Great Kingdom swelled to its greatest size in 5516 SD under Overking Nasran, Shar was protected from land assaults by the Vast Swamp, and from naval attacks by the Brotherhood's ships and its powerful magic.

During the next two hundred years, the Brotherhood continued to develop its information network. Spies gathered information about the emerging political entities of the Flanaess and encouraged unrest in certain regions if it served the goals of the Suel people. Rumors of a powerful lich, Acererak, building a stronghold in the Vast Swamp caused some alarm, as the Brotherhood feared another magical war with possibly cataclysmic consequences — especially as the undead mage was presumably unconcerned about any potential damage to the local ecology. Acererak later entombed himself after killing all of his slaves; this did much to assuage the Brotherhood's concerns.

The first appearance of the frog-like demigod Wastri in 5730 SD was met with surprise, confusion and disgust. "Wastri" had been the name of one of Kevelli's students lost in the swamp so many years before; and the demigod's humanocentrism, and his belief that humanoids existed only to serve humans, paralleled their own philosophy. Regardless of his origins, the Hopping Prophet was obviously tainted. The Brotherhood declared him an impure creature (although this was done privately so as not to offend the demigod), which kept them from working closely with him. Wastri seemed content to remain in his swamp, initiating occasional raids into the forests and hills nearby in search of demihumans to impale.

By 5831 SD, relations were established with the Suel tribes of Schnai, Fruzii and Cruskii in the northern lands. The people of the Thillonrian peninsula had adapted their original culture for their cold new homes, and the representatives of the Kingdom of Shar (actually Brotherhood members) took some getting used to. The southerners' gifts of exotic woods and fine weapons eventually won over the barbarian kings. Culturally primitive by Brotherhood standards, the northern barbarians were beautiful examples of unpolluted Suel bloodlines, and many specimens were lured to Shar as "emissaries," with the intent of improving the southern Suel stock. In exchange for siring or bearing children, these barbarians lived luxuriously in the south, learning the original Suel tongue and continuing to train in the arts of war with the Brotherhood soldiers.

Strengthened by its new ties, the Kingdom of Shar prospered over the next two centuries, complacent in its inevitable progression toward domination of the Flanaess. Wastri's disappearance in 6016 SD was interpreted alternately as a positive sign (the demigod was harassing others elsewhere on Oerth) and a negative one (he was mustering power to attack his southern neighbors). When he did not reappear after a decade, concern declined, and the Brotherhood turned its attention to the political turmoil in the Great Kingdom.

The Scarlet Brotherhood

In the madness and infighting following Ivid I's death, the Scarlet Sign infiltrated the Aerdi court to keep a close watch on things, but with the crowning of Ivid V in 6071 SD the Great Kingdom settled for a time. The new Overking banished all foreign advisors from the courts of his nation, and the Brotherhood lost its foothold in Sunndi.

In 6074 SD, the Scarlet Brotherhood set out to stir up trouble for the Great Kingdom. In the Raker mountain range, members whispered into the ears of humanoid leaders, encouraging them to raid the Bone March. The raids began the spring of the next year, and by the year after that the raids became a full invasion. The Bone March fell to the humanoids in 6078 SD, and all humans in that territory were slain or enslaved. The plot misfired. The Bone March's new rulers severed all ties with their human co-conspirators, and few Brotherhood agents escaped with their lives.

The Brotherhood gained another foe when a group of adventurers released Iuz, Wastri and seven other demigods in 6085 SD. However, it was not an unmitigated evil: **Korenth Zan** [LE hm M17; hp 62; Str 17, Wis 16, Dex 17, Con 18; age 51; many magic items], the newest Father of Obedience, saw that the return of the demigod of oppression could be used to their advantage — the rise of a blatantly evil power in the northern Flanaess would distract people from the hidden Brotherhood. Furthermore, worries over the Old One would give the Brotherhood a chance to ingratiate themselves into neighboring courts in a more public manner.

Contact Is Made

In 6088 SD — the same year that Prince Thrommel of Furyondy was kidnapped — red-robed members of the Scarlet Brotherhood appeared in the cities of the Iron League, describing themselves as sages from the Land of Purity and offering their services. These advisors were accepted by the member-countries' rulers, albeit with some hesitation, and soon the Scarlet Brotherhood moved into sensitive and vital offices in a handful of other nations, as well. Simultaneously, Brotherhood assassins eliminated intractable foes of the Brotherhood. In most cases care was taken to dissociate the acts from the instigators, but the removals often accelerated the advisors' advancement.

Around this time Wastri and his followers began an active campaign against Sunndi; the Hammer of Demihumans sent more and more minions into Sunndi's south, destroying all demihumans and unbelievers they met. This campaign peaked in 6093 SD, after which the gnomes of the Hestmarks and elves of the Menowood pushed back, eventually reducing the raids from the swamp to fewer than five a year.

In 6096 SD, a small band of foreign mercenaries reached the Brotherhood's hidden city, penetrated its defenses and seized a mysterious artifact that had been discovered only months before. Shaken by the infiltration, the Brotherhood tracked down and killed the mercenaries before they escaped the peninsula, but the artifact — a black hexagram that wept blood during daylight — was destroyed.

Intensive practice over the next few months restored the Brotherhood's confidence in their security. More warrior, thief and wizard agents were deployed into the outer world. Korenth Zan ordered that agents in the field no longer be tattooed with identifying marks: How can members of a secret society travel undisguised when all bear a distinctive

symbol on their forearm? He also revised their policy of allowing rare visitors into their secret city — hereafter outsiders in the forbidden city would never leave, even if it meant blinding, amputation, or death.

The Greyhawk Wars

Confident in their restored abilities, the Brotherhood again turned its gaze outward and saw war on the horizon. During 6096–6097 SD they stepped up their activities in Hepmonaland, recruiting the Suel-blooded natives for their armies and enslaving the darker Olman and Touv people. Bribed with superior weapons and opportunities for riches, the Suel Hepmonalanders made enthusiastic troops.

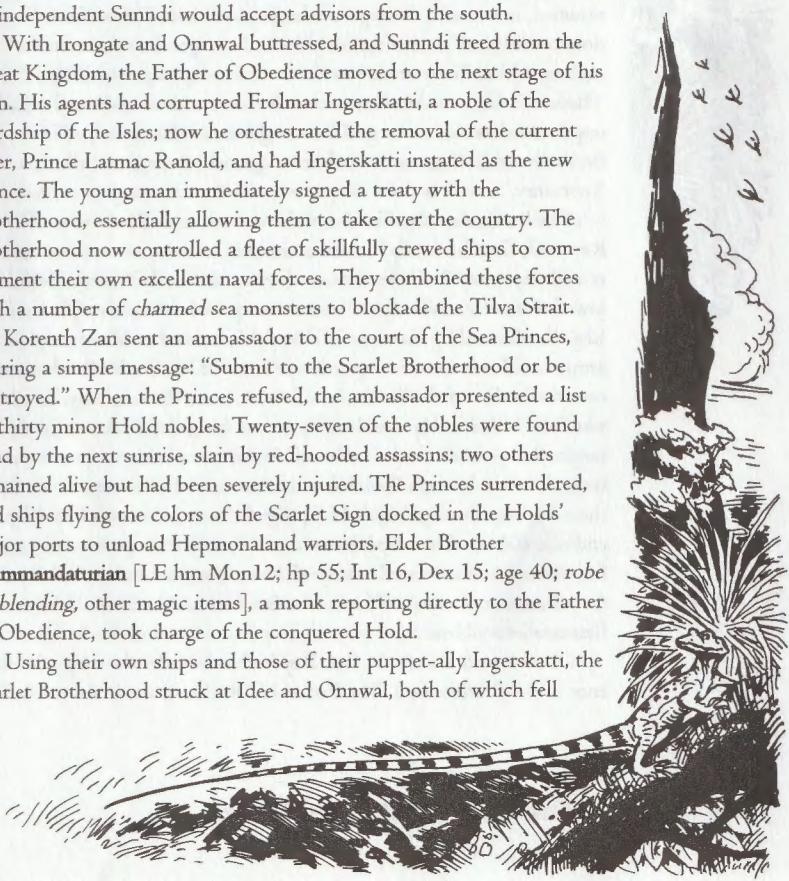
6098 SD was the year the Brotherhood spoke poison into the ears of nonhumans everywhere. Aid from a red-robed visitor allowed a half-orc named Turosh Mak to take over as chieftain of his tribe, the Nedla, and then bind together the tribes of the Pomarj into a large orc army. Soft voices whispered to inhuman things across the Flanaess, calling them to attack the human lands and claim the riches there — and the things did so, in many lands causing chaos without an obvious source.

Wanting neighbors that would act as buffers between the Tilvanot and the Great Kingdom and would not be easily manipulated by anyone but themselves, the Brotherhood both aided and suborned the member nations of the Iron League. Mercenaries, supplies and advisors traveled to Irongate, apparently from friendly nations but in fact secret contributions from the Scarlet Sign. Cobb Darg, Lord High Mayor of Irongate, did not appear to question the aid's source, using it to defend his people from South Province's advances. When the Honorable Knight Osson of Almor raided Sunndi, freeing it from the Great Kingdom, the Father of Obedience did nothing to stop it, knowing that an independent Sunndi would accept advisors from the south.

With Irongate and Onnwal buttressed, and Sunndi freed from the Great Kingdom, the Father of Obedience moved to the next stage of his plan. His agents had corrupted Frolmor Ingerskatti, a noble of the Lordship of the Isles; now he orchestrated the removal of the current ruler, Prince Latmac Ranold, and had Ingerskatti instated as the new Prince. The young man immediately signed a treaty with the Brotherhood, essentially allowing them to take over the country. The Brotherhood now controlled a fleet of skillfully crewed ships to complement their own excellent naval forces. They combined these forces with a number of *charmed* sea monsters to blockade the Tilva Strait.

Korenth Zan sent an ambassador to the court of the Sea Princes, bearing a simple message: "Submit to the Scarlet Brotherhood or be destroyed." When the Princes refused, the ambassador presented a list of thirty minor Hold nobles. Twenty-seven of the nobles were found dead by the next sunrise, slain by red-hooded assassins; two others remained alive but had been severely injured. The Princes surrendered, and ships flying the colors of the Scarlet Sign docked in the Holds' major ports to unload Hepmonaland warriors. Elder Brother **Hammandaturian** [LE hm Mon12; hp 55; Int 16, Dex 15; age 40; robe of blending, other magic items], a monk reporting directly to the Father of Obedience, took charge of the conquered Hold.

Using their own ships and those of their puppet-ally Ingerskatti, the Scarlet Brotherhood struck at Idee and Onnwal, both of which fell





quickly to the Brotherhood's superior numbers and the internal Brotherhood agents who disabled key members in the chain of command. The invading forces turned toward Irongate, seeking to crush the last free state of the Iron League. But Cobb Darg had known the true source of the aid he had received; with the first hint of trouble, he forced out or killed every agent he had detected. A skilled tactician, he repelled the Brotherhood's direct attack.

The Brotherhood suffered another stalemate in the west. Their ships blockaded Gradsul at the mouth of the Sheldomar River, but the Keolish navy prevented them from landing. The Hepmonaland warriors the Brotherhood brought to the Hold of the Sea Princes marched north through the Hool Marshes until they met the elves of Keoland in the Dreadwood; the elves held the savages in the woods, despite reinforcements from the south.

Sensing that his reach was nearing its limit, the Father of Obedience halted the troop advances and instructed his agents to solidify their holds in the Brotherhood-controlled governments, where new laws suppressed previous officials, and temples to Brotherhood faiths rose. The Father's agents, acting as representatives of the nations in his grip, called for a Flanaess-wide truce. Some nations welcomed the chance for a rest; others were convinced via diplomacy and assassination. In the end, the countries of the Flanaess agreed to the Brotherhood's peace proposal, hurriedly signing the Greyhawk Pact in 6099 SD in the City of Greyhawk.

After The War

After stabilizing control of their new lands, the Brotherhood began an agenda of exploration. Expeditions into Hepmonaland were chartered, and the slave-taking forays of the Sea Princes into the Amedio Jungle resumed, now under the aegis of the Brotherhood. They offered freedom to the most promising Suel-blooded savages they took, in exchange for military service in the armies occupying the Hold. Thousands leapt at the chance to strike back at the Holders who had oppressed them for so long. The strengthened military helped the Brotherhood hold its northern border against Keoland and the Yeomanry, as well as delve deeper into the Amedio jungle.

The Brotherhood suffered a major setback in 6101 SD when Reydrich, Graf of South Province, used his own spy network to discover and slay many Brotherhood members in Idee and Onnwal. He followed this with a military strike that conquered the northern half of Idee. Exhilarated by his victories, Reydrich boasted publicly that his army would ride into the secret home lands of the Scarlet Brotherhood over the bodies of the Brotherhood's best. Later the same day, Reydrich was found dead in his chambers by one of his generals. An oligarchy of nobles and generals took over South Province and the conquered portions of Idee; although Brotherhood assassins did their best to eliminate these leaders, the oligarchy held firm and claimed the rest of Idee by the end of 6101 SD. The Hepmonaland and Amedio troops were no match for the superior arms and cavalry of Ahlissa, and most were killed or forced into work camps. The Scarlet Brotherhood had been dealt its first retaliatory blow.

Or so it would seem. In fact, Reydrich was under the magical influence of the Brotherhood. The Father of Obedience used him to elimi-

nate ambitious political rivals in Idee and Onnwal, then had the graf assassinated before he could overcome the enchantment. Idee and several units of savages seemed acceptable losses compared to the elimination of potential challengers to the Father's leadership, and he retained several backup plans to compensate for Idee's "freedom."

One unexpected annoyance to the Brotherhood was Rakehell Chert, guildmaster thief of Scant. Before the city fell, Chert moved the guild's headquarters outside of Scant, where he became a thorn in the side of Sister Kuranyie, the Brotherhood monk secretly in charge of conquered Onnwal. When Reydrich's remote magical attacks slew several of her underlings, she suspected Scant citizens, and retaliated against the people of Onnwal. Chert organized a resistance movement, aided by dwarven clans of the Headlands, the archmage Bigby and the archmage's associates in Scant. Fighting continues to this day. Apparently, the Brotherhood retains control of the city, while the rebellion holds the country outside of Scant. Sister Kuranyie is missing, but other Brotherhood members in Scant seem unconcerned, so it is possible that she was eliminated by a rival.

As many good nations broke the Pact of Greyhawk, the Scarlet Brotherhood returned to espionage and subterfuge for execution of its plans. This worked in the Brotherhood's favor — while they could no longer move publicly, they were more experienced and comfortable traveling in disguise and hatching dark plots, anyway. Furthermore, paranoia about Brotherhood infiltration caused enough unrest that their spies could work into positions where they could falsely accuse and eliminate "Brotherhood spies" — actually persons standing in the way of the Brotherhood's missions.

In 6102 SD, Prince Xavener brought together the southern territories of the former Great Kingdom as the United Kingdom of Ahlissa, with himself as the new Overking. Xavener appointed princes to oversee the provinces of the United Kingdom. Three nobles each sought to rule Ahlissa province, so Xavener negotiated an arrangement where the three would jointly rule. On the eve of the princes' investiture ceremony, Reydrich — apparently assassinated the year before — appeared to demand rulership of "his" Ahlissa. The Overking agreed and offered other provinces to the competing princes, but he set one condition on the graf. Reydrich's house, House Naelax, was plotting against Xavener. To claim the province, Reydrich must turn against his house and kill the members involved in the plot. Reydrich agreed. The Overking made him prince of the province of Ahlissa and appointed him chief advisor on sorcerous matters.

This restored Reydrich is actually a *clone* of the original; when he was killed by a Brotherhood assassin, some of the man's flesh was stolen and spirited away to the hidden city on the Tilvanot peninsula, where the Brotherhood's wizards worked with it. The matured *clone* was brainwashed by the Brotherhood; the new Reydrich considers them trusted allies, though he keeps his feelings secret. The Brotherhood thus has a powerful spy in the new kingdom — prince of an entire province, with the ear of the Overking. Despite rumors to the contrary and the fears of the Overking, the Brotherhood is not currently trying to control the former Great Kingdom province of Medegia — a monster-infested and unclaimed land is not a pleasant prospect for an organization that works best by influencing established officials.

The Scarlet Brotherhood

In the west, incriminating papers were found in the private chambers of Fenward Lefthanded, the Viscount of Verbobonc; his own military guard attempted to arrest him for treason, and he was killed resisting arrest. The documents were forgeries created by agents of the Brotherhood. The other Verboboncian nobles did not approve of Fenward's successor, a nearly forgotten half-elf bastard, but the Brotherhood plans to use this dissent to their advantage.

Sunndi chose not to join the Kingdom of Ahlissa in 6104 SD; it hopes that Dullstrand will join them. The Dullstranders fear retaliatory attacks from the Brotherhood should they do this, but the members of the Scarlet Sign have no such plans. Sunndi served well as a buffer between the Great Kingdom and the peninsula; it can serve as well now that the Great Kingdom is replaced by the United Kingdom of Ahlissa. A strong Sunndi is preferable to a powerful Overking at their northern border. Dullstrand's trade can be easily restricted by Brotherhood-controlled vessels from the Lordship of the Isles — and by spies.

In that same year, the Brotherhood fortified its closest Hepmonaland ports to help maintain the blockade of the Tilva Strait. A third was built farther south on the western Hepmonaland coast; this third port was largely created to move goods, slaves and recruits north.

Unfortunately, news of Korenth Zan's plan permitting the loss of Idee and Onnwal was discovered by certain junior Brotherhood members stationed in the Hold of the Sea Princes. These members tried to alert the rest of the Brotherhood about the Father's treachery against his own people. The rebels sent their Hepmonaland and Amedio troops into the streets of Monmurg in an attempt to take control of the city; Brotherhood loyalist assassins and monks subdued or killed the responsible members by the end of the day, but by that time the savages were rioting, looting and fighting. It was clear they were uncontrollable. Inspired by the savages, the slaves in the Hold rose up against the Brotherhood, and the native Holders joined the fight. Within a fortnight, fighting broke out across the Hold as the nation divided into factions based on origin, race, status and politics. While the Brotherhood kept control of the islands Flotsom, Jetsom and Fairwind, and Port Toli and Monmurg, the rest of the territory was claimed by rebellious slaves, free Holders and humanoid mercenaries. Insult was added to injury when troops sent by King Skotti of Keoland crossed the Hool Marshes and captured the city of Westkeep in 6105 SD. Although poorly supplied, surrounded by hostile sapient, and beset by disease and assassins, Westkeep stands as an example to the Flanaess that the Brotherhood can be resisted through military force.

That summer, the appearance of a Rel Astran caravel in the central Flanaess surprised the Brotherhood. The ship had avoided the Brotherhood blockade of the Tilva Strait by circling the small continent of Hepmonaland. They quickly traded the goods they brought from hitherto unknown Hepmonaland nations and headed back the way they came. The Brotherhood responded by tightening their blockade along the coasts of Hepmonaland; those foolish enough to endanger themselves on such a journey were welcome to try, but any who passed too close to areas the Brotherhood controlled would not live to brag of their exploits. If such voyages became commonplace, the Brotherhood would increase its blockade of the Olman Islands.

While the ships of the Scarlet Brotherhood dock at few foreign ports, their junior partner, the Lordship of the Isles, successfully acts as a neutral intermediary; they trade with Nyrond and the Principality of Ulek; some have even entered the Nyr Dyv.

INTERNAL AFFAIRS

Unlike most countries in the Flanaess, the Scarlet Brotherhood imposes on its citizens a strict regimen controlling all aspects of daily life, from how their families are structured and their children raised, to what religions are acceptable, to how people administer the law and rule over others.

The society of those that live in the lands of Shar are divided into four castes:

- **Citizens** are of pure Suel bloodlines, selected, bred, observed and approved for acceptance into the highest level of Brotherhood society. These people live in the cities and fortresses of the Brotherhood. All monks, assassins, government-trained thieves, warriors, priests and wizards are citizens. All citizens are members of the Scarlet Brotherhood.
- **Subcitizens** are people of pure or nearly pure Suel stock that are not considered worthy of full citizenship. Suel from other lands (including the savages from Amedio and Hepmonaland) and Tilva peasants fall into this category. Much like the peasants of other nations, subcitizens are slightly oppressed and generally taken for granted. They enjoy few of the benefits of citizenship but bear many of the restrictions, especially in terms of religion and politics. Subcitizens comprise the vast majority of the humans in the Brotherhood's armies; exceptional individuals might make a name for themselves as soldiers (warriors) or scouts (thieves).
- **Humanoids** make up the bulk of the Brotherhood's shock troops. Most are goblins and orcs, with about half as many hobgoblins as goblins. Humanoids have few rewards other than spoils after battle. They are ready for combat at all times; the Brotherhood channels this energy away from potential rebellion and into mock battles against one another.
- **Slaves** perform the menial work for citizens and are often the subject of (or the result of) experimentation by wizards and the Office of Thralls. Slaves are humans of non-Suel blood, demihumans (mainly dwarves who are useful in the mines), cross-breed experiments, monsters, and specially bred slave-races, collectively known as bredthralls. Slaves have no rights.

Mobility is highly limited and mostly at the higher levels. A skilled warrior or scout (subcitizen) might be studied by the Office of Purity and offered a provisional citizenship, or his children might be offered citizenship. Likewise, a citizen might prove herself unworthy and be demoted to subcitizen status (a very shameful occurrence; many who suffer this humiliation commit suicide rather than live below their born station). In highly unusual circumstances, an exceptionally talented humanoid who becomes too old to fight may be retired as an honorary subcitizen, to advise the subcitizen military.



Breeding

The Scarlet Brotherhood takes great care in selecting suitable mates for breeding children. Qualities such as physical prowess, intelligence, adaptability, reasoning and other aptitudes are rated and recorded for all citizens; the Office of Purity — the governmental group directing the breeding and training of citizens — determines appropriate matches and informs the prospective parents of their obligation. Citizens are not allowed to bear children outside this breeding program; magical and herbal birth-control methods prevent the birth of most unsanctioned children. An unsanctioned child is removed immediately from its parents and, if found unacceptable, reduced to subcitizen status and fostered into a family of the appropriate rank.

Citizens consider the breeding program part of their public duty. Most question it no more than they question selective breeding to produce superior farm animals. Citizens know that they are chosen to mate because of their best qualities, and that their children will receive excellent education, training and care. Regardless of their personal feelings about children or their breeding partner, citizens participate in the program for the betterment of their race and nation.

Chosen mates are required to live together until the child is conceived, with the father relocating if necessary. After the child is born and the baby declared viable, the father returns to his work. The mother normally returns to her duties, unless they are hazardous (spying, magical experimentation, and so forth), in which case she receives a temporary position as an instructor or advisor where her skills and knowledge can still be utilized.

Subcitizens are not involved in the breeding program. The Office of Purity recognizes that exceptional traits sometimes arise by chance; the subcitizens are the experimental group used for this purpose.

Birth

After the child is born, it generally remains with its mother until it is weaned. Children are raised by special educators trained to spot specific talents at an early age and guide the child appropriately. Parents are allowed contact with their children once a month, although intrusive parents who interfere with a child's education and training are discouraged from such visits. Most parents, busy with their jobs and sometimes traveling, are content with their monthly visits.

Children with serious mental or physical defects are magically and physically examined to determine the cause of the defect and then are killed. The Office of Purity notes the birth in the records of each parent; in the future, those individuals will not be directed to mate with each other. A second defective child from a particular citizen disqualifies that citizen from breeding again; because breeding records are confidential, no public stigma is associated with the parent.

Parenting & Training

After age four, children are separated by sex and divided into groups of ten according to their aptitude. From age four to ten, the children are schooled in the language and culture of the Suel people, as well as the history of the Flanaess and their roles as the newest members of the chosen of Oerth. Their play activities are organized to encourage the sorts of skills that will be needed later in their careers: Prospective

monks play sports that rely on extreme stamina and body awareness, assassins play advanced "tag" games, thieves play variants of "hide and seek" and work with puzzle-toys, warriors play weapons-sports, wizards solve logic puzzles, and priests debate.

Children are treated sternly but fairly; discipline and law are very important to the Brotherhood. Due to proximity, most children bond with classmates and teachers instead of parents; most consider the Brotherhood their true family. The Brotherhood encourages this, cementing the loyalty of the next generation of Suel.

Children with extreme behavioral problems are sometimes magically conditioned. Those who continue to fall below behavioral expectations are judged flawed and demoted to subcitizen status. No blame is attached to the parents or educators, as countless factors affect such behavior, and few are measurable.

Regardless of their parents' citizen or subcitizen status, all children of Suel birth are evaluated at age six. This evaluation tests their current ability and knowledge, and gives a revised estimate of their true potential. After this testing, the Brotherhood may opt to reassign the child to a different training path or to remove them from the training program completely, giving them to a subcitizen family to raise as a subcitizen. It is also possible that a promising subcitizen child would be introduced to the training program at this point. After this period of evaluation, the children in the program are given new names to reflect their accomplishment; as adults they may use their new names or the new and the old.

At age eleven, children spend increasing amounts of time with teachers specializing in the field for which they are being trained. By age twelve, they work full-time with these professionals. Their previous teachers move on to a new group of young children. Essentially, the students have become apprentices.

Apprenticeship

Apprentices study under their new mentors for at least four years, during which time they continue to study the Brotherhood's role in life and the inevitability of Suel rule over Oerth. They are also educated in the religions, politics and races of the world, in diplomacy, and in one or more other Oerthly languages. Anything learned is filtered through the idea that the Suel are innately superior to all others, and that the outer world fears the Suel because of their strength.

When the mentor decides the apprentice is ready (usually around age 17 or 18), the student graduates and is assigned a position in the Brotherhood appropriate to her skills. She spends a year in this position, growing accustomed the Brotherhood's organization and dealing with other adults on a near-equal basis. After this period, apprentices are considered adults and full citizens.

Adulthood

Citizens of the Scarlet Brotherhood enjoy many benefits and freedoms — more than an outsider would expect for such a rigidly controlled evil society.

- Citizens are allowed to participate in the breeding program. Most aren't selected until they have returned from their first mission, but rare individuals of very strong bloodlines are selected as soon as they are declared citizens.

The Scarlet Brotherhood

- Citizens can associate socially or romantically with anyone in the homeland they choose, including subcitizens. Citizens may even marry, although such couples are not allowed children except as arranged by the Office of Purity.
- Citizens receive sufficient food, clothing and shelter to maintain a minimum standard of living. Government-controlled businesses dispense meals and clothes, and the government sets aside simple residences for use by new or frugal citizens. Most use their wages to increase their standard of living, but some spend so little time in their homeland that such meager accommodations are all that is necessary. As a result, many members of the Brotherhood are quite wealthy, although they normally invest this money in promising students or use it to fund adventuring groups or Brotherhood safehouses in the outer world.
- Citizens may worship any Suel god they wish, although most worship Wee Jas, Bralm, Llerg, Pyremius or Syrul. A few venerate non-Suel gods, but they keep their beliefs out of the public eye, as the government considers this a dilution of the Suel faith.
- Citizens may continue their education in their free time at no cost; the library-temples of Lendor are normally full of citizens and subcitizens increasing their personal knowledge.
- When not on assignment, citizens may travel freely within the Tilva lands for pleasure, personal business or religious reasons.
- They may own slaves or animals as long as they can afford their upkeep (abandoning or neglecting slaves or animals is considered wasteful).

Assignments

After students become citizens, their performance as near-adults is evaluated and sent to each division of the Brotherhood hierarchy. The new citizens are distributed among the governmental divisions based on the needs of the Brotherhood and the talents of the individuals.

The officer in charge of recruits finds two or more possible assignments for each new citizen. The citizen is presented these assignments and chooses the one most to his liking. Assignments might be something as simple and specific as carrying a message to an agent in a Hepmonaland outpost or as complex and open-ended as adventuring in the Domain of Greyhawk for the purpose of learning the area and bringing back treasure. Typical assignments include:

- Ferrying messages to agents in Hepmonaland, the Amedio jungle, or extreme regions of the Tilva peninsula
- Taking an administrative position in a Tilvanot city, Brotherhood-controlled outworld city, or Brotherhood colony, including Hepmonaland and the Amedio
- Exploring a particular country or region, discovering and claiming treasure and magic
- Stealing an item or items from a particular location or owner
- Threatening or assassinating an individual
- Spying on a person, building or government
- Infiltrating an organization or government
- Conveying troops or essential materials to an outworld location
- Establishing a safehouse or hidden temple in an outworld location

- Researching a spell or creating a magic item
- Teaching
- Administrative duties

Promotion

The performance of all citizens is reviewed annually by their superiors. Those performing poorly are reprimanded; two successive reprimands result in a demotion. A first demotion relegates the citizen to unwanted jobs such as supervising slaves, administrative duties in a small Tilva town, and tasks in dangerous areas such as the Hold of the Sea Princes. Further demotions result in removal of citizen status and relocation to a subcitizen town or area.

A positive review brings a pay increase; two such reviews result in a promotion. Certain assignments also carry the benefit of immediate promotion if they are completed. **Kossoth Van** [LE hm Mon10; hp 50; Int 15, Dex 16; age 36], the Brotherhood agent who delivered the ultimatum to the Sea Princes, was on such an assignment. Citizens of higher rank receive assignments with greater risk, because it is assumed that they are skilled enough to handle them, and greater rewards, honor, wealth and greater benefit to the Brotherhood as a whole. Note that a person's rank in the Brotherhood has no direct relation to her player-character level, although citizens of higher rank will tend to have more knowledge and experience and therefore be of higher level.

Retirement

Citizens who become infirm due to age or injury are given assignments that do not tax their strength, such as teaching or fulfilling administrative functions. Most eventually retire to oversee plantations in the Tilva lowlands; this allows them to remain active in their later life, and keeps them close should the Brotherhood need them for the breeding program or advice. Retired citizens of rank are held in great respect, and being in charge of a large plantation is an honorable assignment for one who served the Brotherhood well.

Not all citizens accept retirement. Many volunteer for dangerous assignments in the Vast Swamp or the remote jungles, often sacrificing their lives for the betterment of their people. This is seen as foolhardy by the Brotherhood, but as more than one group of "graybeards" has returned from the swamp with half their original number but staggering under the weight of sackloads of treasure, such assignments are still permitted.

Death

The people of the Scarlet Brotherhood see death as natural and inevitable—which is to be expected considering the number of assassins in their society. When members of the Brotherhood die, their deeds are recorded and funeral preparations are made. Most choose entombment or burial, the traditional Suel method for disposing of corpses, although some wizards and followers of Pyremius prefer burning. The wealthier citizens pay for elaborate mausoleums, but most are satisfied with a simple plot or space in an existing tomb.

During the funeral ceremony, the record of the departed's deeds are read—by a priest of Wee Jas if possible—and then laid beside the body; the place of interment is sealed or the pyre is lit, and the



attendees leave the site. The Suel do not have a tradition of paying "last respects" — if the departed did not know the true feelings of others around her, then that is one task she may pursue in the afterlife.

The Suel have a strange idea of what happens to a soul after its body has died. Assuming that nothing unusual happens, such as the person rising as undead, a dead person's spirit normally goes to his patron deity, where he works, plays and learns for the rest of time. Those who were not particularly devout or attached to any one power go to Wee Jas; she guards these spirits for a time and then eventually sends them back to the Prime Material Plane, where they become the souls of new humans. They recall nothing of their former lives, their previous existence normally only manifesting as an affinity for certain things from the life before, such as certain foods, mannerisms or hobbies. The Suel do not consider every birth that of an old soul; most are formed from the raw spirit-stuff of the multiverse.

LANGUAGES OF THE TILVANOT PENINSULA

The Suel people of the Tilvanot all speak the language of their distant ancestors. The Scarlet Brotherhood works hard to keep the official language pure and uninfluenced by other races and cultures, but the rural areas of the Tilvanot tend to be more lax about usage and so have a noticeable accent and different jargon. All citizens of the Scarlet Brotherhood are required to attain a mastery of the common tongue of the Flanaess, and most gain some proficiency in one of the other languages of the outer world. Within the Brotherhood lands it is unacceptable for one citizen to speak to another in any language but ancient Suel — to do otherwise is a sign of extreme disrespect.

Slaves brought from other countries initially use their native tongue — usually common if from the Flanaess, Ralat or Touv from Hepmonaland and Amedi or Olman from the Amedio — but they must learn common if they aren't already familiar with it, as citizens address their slaves in that language and inability to understand one's master is no excuse for not obeying her commands. Slaves that cannot or will not learn common are killed or given to the bredthall-makers.

Humanoids serving the Brotherhood speak their own languages, each somewhat influenced by common. Most officers directing the humanoid armies learn some of the appropriate language to further clarify orders.

RELIGION

The official gods of the Scarlet Brotherhood are the Suel pantheon. Every major Tilva city contains temples to the Suel gods, and every village has at least some sort of shrine honoring the pantheon. Non-Suel faiths are discouraged to the point of oppression, and temples to other deities in Tilva cities are quickly destroyed by Suel-priests.

The gods most strongly supported by the Brotherhood are Bralm, Llerg, Pyremius, Syril and Wee Jas. The other Suel gods are respected by the populace and represented in unspecialized temples, but these five receive the most support and fewest restrictions from the government; many of the other Suel powers are good- or chaotic-aligned, which conflicts with the Brotherhood philosophy that strength requires order and that evil is a necessary tool to achieve the Suel birthright.

Religion is not forced on the citizens of the Scarlet Brotherhood. Many choose to devote themselves to particular gods or the entire pantheon, but those with more casual attitudes are not seen as disrespectful — except perhaps by the priests. A great many are content to attend occasional worship services for the gods appropriate to their current assignments; warriors pray to Llerg before a battle, architects pray to Bralm before building, and so forth. The gods are real to the Tilva people and their priests have real power, but most rely for success on the skills imparted by discipline and training rather than intercession by supernatural beings. Many of the Suel gods and their churches have a strong sense of superiority and manifest destiny; they would like to see their following grow and dominate ever-larger areas of the Flanaess; through their servants, the priests, they promote the pantheon in general and themselves in particular.

See pages 74–81 of the appendix for full information on the priesthoods of the five major Brotherhood gods. Below are summaries of the major and minor faiths of the Scarlet Brotherhood. "Major" and "minor" refer only to a faith's prevalence in Brotherhood society, not a god's power level.

Major Gods

Bralm

Bralm, the goddess of insects and industriousness, is worshipped to augment and bless various sorts of labor, especially work involving large numbers of people such as mining, construction and farming. Shrines to her are built at the mouth of every new mine, and a priest of Bralm speaks at any groundbreaking for anything larger than a house.

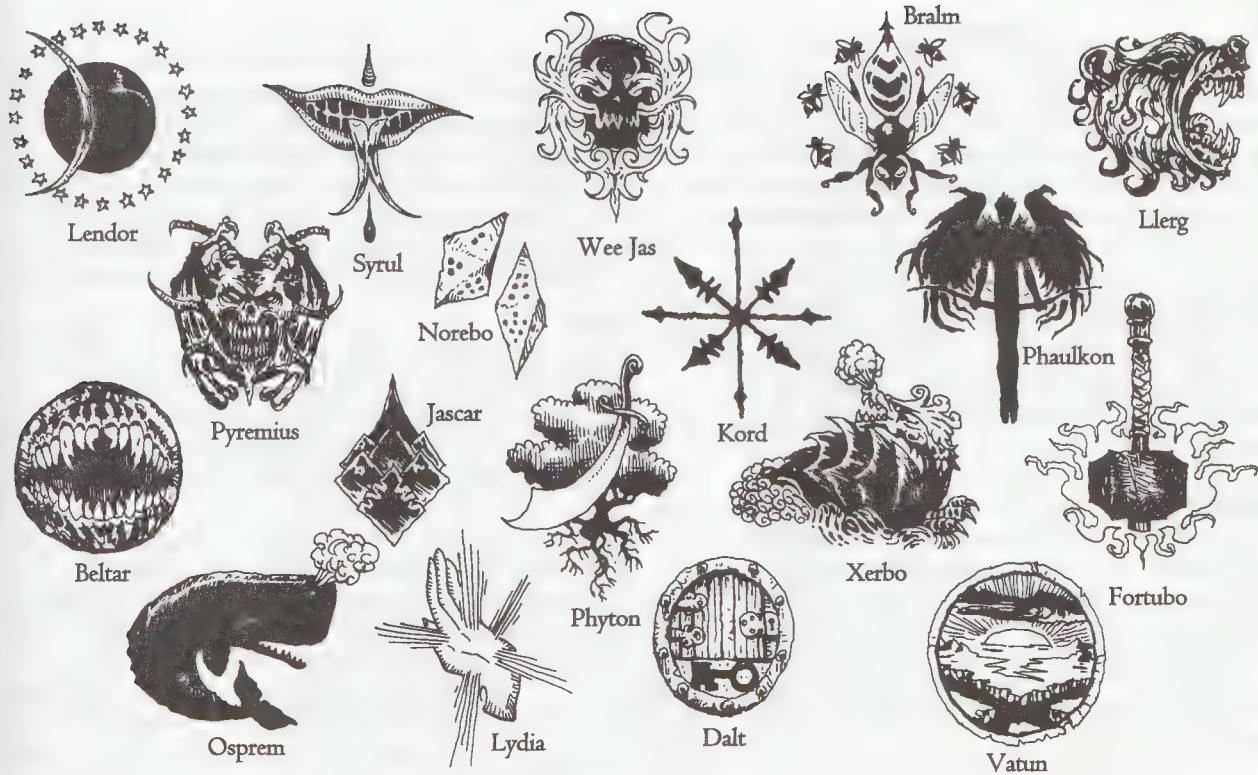
Bralm's clergy members are popular with farmers, for they represent her working aspect and can intervene with her insect aspect to protect valuable crops. They also work with wizards in the Brotherhood's monster-breeding program and mages summoning sea monsters to attack enemy ships.

Llerg

The god of beasts and strength receives token worship from anyone working with animals, such as pack handlers and herdsmen. Llerg and Bralm are often honored together by people who use animals to aid their labor, such as plowmen and teamsters. Llerg accepts such worship, though he is more a god of wild creatures than one of domesticated animals. Wizards in the monster-breeding program consult with priests of Llerg for advice on handling the parents of their creations. The priests don't object to the breeding program as long as the "normal" animals are not abused; they consider the crossbreeds to be monsters and not worthy of the god's attention.

Most of the common warriors of the Tilvan armies worship Llerg for his strength. A few people outside the military also revere this aspect, mainly porters and others who rely on pure strength to make a living. The savage armies from Hepmonaland and Amedio worship Llerg, whose worship edges out that of Kord in the latter region.

The Scarlet Brotherhood



Pyremius

Though they are experts on what is toxic, followers of Pyremius excel at creating foods and beverages that are not poisonous, but are in fact quite tasty; many restaurants are directed by priests of this god. Such a restaurant is usually a safe place to eat, since the temple knows that unauthorized mass-poisonings would be reprimanded by the Brotherhood, although persons of importance or with dangerous enemies avoid such establishments, not wanting to become a victim of "accidental" food poisoning.

The clergy of the Blazing Killer instruct soldiers in the armies; once a basic proficiency with weapons is gained, specific attacks and key vulnerable points are highlighted to make the soldiers more effective killers. Strangely enough, many officers of the law pay some homage to the god of murder, perhaps because they feel that understanding the nature of their prey will make them easier to track.

Except for soliciting advice with forges and fire-attacks (such as ship-to-ship weapons), most citizens invoke Pyremius' fire aspect only to placate his wrath.

Syrul

Anyone who needs to conceal or warp the truth prays to Syrul, goddess of lies. Shrewd hagglers, lawyers and fortune-tellers all invoke the Oathbreaker's gifts to do their work. Unfaithful lovers, flatterers and seducers also call upon the goddess of false promises.

The goddess personally visits any citizen who is an assassin, illu-

sionist, thief, or monk who reaches 9th level. She grants a vision — which requires only a token sacrifice and is automatically granted — and bestows a +1 to hit with a weapon or unarmed attack of the worshipper's choice. This personal attention means that she has many zealous followers. It is not known if the other gods of the Flanaess consider these visits a violation of their non-intervention agreement, or if they even know of them. If asked by her peers, Syrul would deny she makes the visits.

Wee Jas

The goddess of magic and death is venerated by everyone in the Tilva lands. Her wizards create the great magic that smites the enemies of the Suel and protects its cities and towns. Few people can control such powerful magic, so those who can are apparent, and directed by the government to better the lives of the people of the peninsula. As the goddess of death, prayers and offerings are made to her to protect the spirits of the departed on their way to the afterlife. She is not seen as a vengeful death deity to be feared. Necromancers worship both of her aspects.

The goddess' emphasis on lawfulness and following orders gains her a small following among those who enforce order, such as guardsmen and judges.



Minor Gods

Beltar

The goddess of caves, pits and malice receives little reverence from the Suel. Humanoid and slave-race miners worship her, hoping for rewards and seeking to avert her wrath. Some Suel savages esteem her as their patron, although they tend to come from the more primitive tribes.

Dalt

Though largely forgotten outside the Tilva lands, Dalt is revered by the Scarlet Brotherhood. The god of locks and doorways is worshipped by sentinels, carpenters and locksmiths. Commoners inscribe his symbol above the doors to their homes to invoke his protection. Many Brotherhood thieves carry keys blessed in the name of Dalt, hoping that they bring luck.

Fortubo

This god abandoned his Suel followers after the Imperium changed their dwarven miners into derro several millennia ago. He grants no spells and does not speak with priests of the Scarlet Brotherhood, for the group too closely parallels the evil ways of the fallen empire. A token representation to Fortubo exists in pantheonic Brotherhood temples, included for the sake of completeness. He is occasionally still revered in the hinterlands of the peninsula by stoneworkers and blacksmiths.

Jascar

The god of hills and mountains is estranged from the people he once watched over; his devotion to good places him at odds with the Brotherhood. He loves his chosen people but disagrees with their methods, and so while his symbol can be seen in the temples and is used as a marker on the Spine Ridge, he grants no spells to priests of the Brotherhood. Human miners pray to him for protection — mainly from Beltar.

Kord

Many soldiers worship Kord, although he's generally not as popular as Llerg among the military. Kord is worshipped by the savage troops brought from Hepmonaland, but not those from the Amedio. He is invoked to bless contests of strength and other athletic competitions, and more than one rowdy tavern bears the god's name.

Lendor

The Prince of Time is the creator of the Suel pantheon and is thus held in high respect among the citizens of the Scarlet Brotherhood. People look to his clergy for record-keeping, and the priests of Lendor maintain histories of the Suel people that date back to the flight of Kevelli Mauk from the Rain of Colorless Fire.

As god of patience and study, Lendor encourages the Brotherhood to bide their time and take small steps toward their inevitable goal. The priests of this god remain largely aloof from the rest of society, and Lendor receives a small — if prominent — place in the pantheonic temples.

Lydia

If the followers of Lendor maintain the records of the Suel people, it is the bardic followers of Lydia who spread the knowledge of Suel culture and history to citizens and commoners alike. The bards reinforce the idea of racial supremacy through story and song, strengthening the patriotism of the Suel people. Most bards are lawful neutral, spreading the tale of an oppressed and wronged race that shall again be brought to the fore; but there are occasional bards who more closely follow the teachings of this neutral-good goddess and instead praise the wonders of music and learning.

Norebo

The god of luck is often called upon in inns and gambling establishments, but the government has discouraged active worship, since it prefers its agents plan ahead instead of behaving recklessly and relying on luck to save themselves. He is represented in the common temples, but priests of Norebo are rarer than priests of the other minor gods.

Osprem

The goddess of water voyages is held in high regard at any of the coastal towns of the Tilvanot peninsula. Her priests bless ships, preventing calamities; many of her clergy are dedicated shipwrights; and her worshippers bring in immense bounties of fish. The influence of this goddess has increased since the Greyhawk Wars because of the cross-traffic with the Lordship of the Isles, where she is very popular.

Phaulkon

Wizards who choose the magic of wind and clouds turn to Phaulkon, god of the open sky; most who study weather-controlling magic follow him. He is also popular with the army's archers, and with those monster-breeders working with birdlike creatures. Farmers pray to him to bring rain clouds for their crops.

Phyton

The worship of the god of farming and natural beauty is almost entirely ruralized; prayers are made to him to bring bountiful crops and timely harvests. As there are almost no rangers or elves on the Tilvanot peninsula, the other aspects of this benign deity are largely ignored by the populace.

Vatun

The Suel god of winter is revered as part of the pantheon, even though he is currently imprisoned by agents of Telchur — another slight to the Suel that needs to be avenged. As the Brotherhood operates from a near-tropical region of the world, it is unlikely that he would have a major following in any case, especially considering his chaotic nature.

Xerbo

Xerbo is worshipped mainly for his role as god of money and business, for he is much more stern about the role of man on the water than is Osprem. Merchants and banks are often administered by representatives of Xerbo, and offerings are made to him before market-time by those seeking a fair exchange of goods.

The Scarlet Brotherhood

Non-Suel Gods

Nerull

The Flan god of murder and the underworld is largely unknown to the non-citizen populace of the Tilvanot peninsula; born and raised worshipping the Suel gods, with little opportunity to learn about the outside world, their awareness of the other deities of the Flanaess is very limited. Some of the more bloodthirsty Brotherhood assassins and monks follow this god, although most keep this fact a secret.

Tharizdun

The imprisoned god of madness and entropy is an enigma. His origin and current status are unknown, though many across the Flanaess believe him to be of Suel origin, especially those who have heard agents of the Scarlet Brotherhood affirm that their nation worships him. Not even the Brotherhood knows where he comes from, although many have their theories, and several groups are investigating ways to draw raw magical power from the sites and artifacts believed to be associated with him. The government does not consider Tharizdun a member of the Suel pantheon, and thus his worship is not endorsed; only citizens on the extreme fringe of Brotherhood society actually revere him.

However, the Brotherhood does use Tharizdun's name as a threat. While his destructive and insane nature is anathema to the Brotherhood's lawful and controlling system, his name incites fear in those who hear it, and the idea of an entire nation of people worshiping Tharizdun is enough to give pause even to confident enemies. Agents in the outworld are instructed to mention the god if the situation warrants it; these offhand comments escalate into rumors that undermine the morale of the Brotherhood's enemies.

Temples and Shrines

The cities of the Scarlet Brotherhood each have at least one large temple dedicated to each of the major gods of the Suel pantheon, as well as several temples devoted to the pantheon as a whole. The temples all have public areas for worship, meditation and study, as the priests wish to attract people to the temples. Secondary areas within the temples such as private shrines or meditation sites are reserved for priests and their guests, as are tertiary areas such as personal quarters.

Typically, the full-pantheon temples of the cities are large, rounded buildings of white stone with square pillars around the outside. The central area is dominated by a display of the holy symbols of all of the Suel gods, with Lendor at the top, the five major gods of the pantheon in a row under that, and the minor gods arranged below that in two or more rows. The symbols of the minor gods are placed with the most important gods for the particular city near the top. For example, Ekul has Osprem, Xerbo and Jascar in the center of the third row, while Kro Terlep has Osprem and Xerbo in the third row, with the rest of the minor gods arranged below them.

City temples usually have 100 or more clergymen living onsite; the high priest is always of level 9 or higher, typically about 14th level. There are 1 or 2 priests of each level above 8 (up to the level of the high priest), 1d4 each of levels 7 and 8, 1d6 each of levels 5 and 6, and

2d4 each of levels 3 and 4. The balance of the remaining clergy is about 25% 2nd-level priests, 40% 1st-level priests, and 35% characters of other classes. Note that not all of these people are present at all times — the Brotherhood assigns citizens to work for the temples, but the temples can send their employees on missions, some of which may involve travel outside of the temple, city or country.

A small village normally has a single, simple pantheonic temple, preferably built of stone but occasionally out of wood. The temple is home for 1 or 2 Suel priests of level 1–2 per 100 adults in the village. The display of holy symbols is arranged similarly to those in the larger cities, although the symbol of the god most relevant to the village's needs is displayed prominently, with the other symbols smaller and simpler. Thus, in farming towns the symbols of Phyton and Bralm are largest and most ornate; in fishing towns, Osprem receives similar treatment.

Fortresses and military outposts must have at least one priest in residence to maintain a small shrine to the gods. This priest is 50% likely to be a priest of the pantheon and 50% likely to be devoted to one of the five major gods of the Brotherhood.

The humanoid and Suel-savage armies are on the move most of the time and do not maintain permanent religious structures; therefore, one or two soldiers — often 1st-level clerics — carry a box of materials that can be assembled into a makeshift shrine when the army makes camp. The plateau is dotted with small permanent shrines, built by city priests and designed to withstand weather and days or weeks of abandonment. When possible, the army commanders move their troops in ways that allow them to rest near such sites, keeping morale and religious fervor high.

Despite the prevalence of thieves and assassins among the citizenry, temple robberies and assassinations of priests are infrequent. The government's support of the state religions and the magical powers of the temples repel all but the bravest or most foolish criminals, and the priests have a good history of finding any who violate the sanctity of their holy grounds.

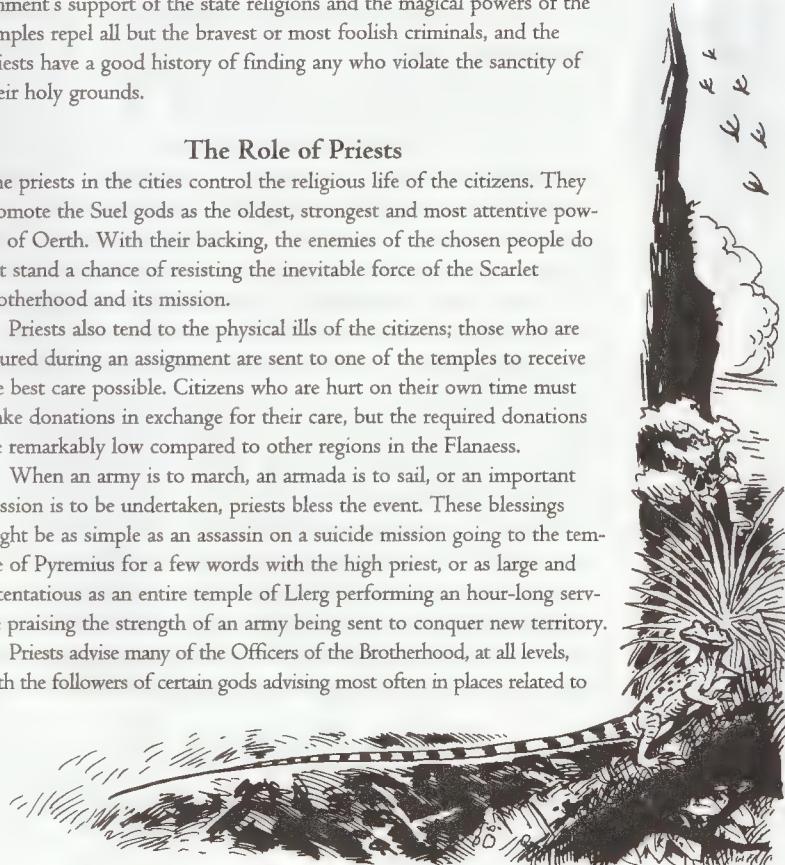
The Role of Priests

The priests in the cities control the religious life of the citizens. They promote the Suel gods as the oldest, strongest and most attentive powers of Oerth. With their backing, the enemies of the chosen people do not stand a chance of resisting the inevitable force of the Scarlet Brotherhood and its mission.

Priests also tend to the physical ills of the citizens; those who are injured during an assignment are sent to one of the temples to receive the best care possible. Citizens who are hurt on their own time must make donations in exchange for their care, but the required donations are remarkably low compared to other regions in the Flanaess.

When an army is to march, an armada is to sail, or an important mission is to be undertaken, priests bless the event. These blessings might be as simple as an assassin on a suicide mission going to the temple of Pyremius for a few words with the high priest, or as large and ostentatious as an entire temple of Llerg performing an hour-long service praising the strength of an army being sent to conquer new territory.

Priests advise many of the Officers of the Brotherhood, at all levels, with the followers of certain gods advising most often in places related to





their specialty. Priests of Llerg are prevalent in the Office of Arms; priests of Bralm are common in the Offices of Thralls and Sovereignty; Wee Jas' priests are a frequent sight in the Office of Sorcery; and those of Pyremius and Syrul work closely with the Offices of Purity and Diplomacy. A priest is always the second-in-command for the Office of Faith.

The clerics of the villages and military outposts have similar duties, tending to the physical and spiritual needs of the people in their domain. A village cleric will lead prayers to Phyton for a good harvest, or to Bralm to send away invading insects, or to Osprem for a good fishing season. A garrison priest will exhort Llerg to grant strength to the warriors stationed there, to Kord for courage, and to Phaulkon for accuracy in bow shots. Village clerics have the additional duty of teaching the written Suel language to the peasants; as a result, the Tilvanot peninsula has one of the highest literacy rates of the entire Flanaess, although most of these peasants are only marginally literate, barely capable of deciphering directions, receipts or written orders.

The mobile shrines serve purposes similar to those of the permanent shrines at each fort; services focus on the gods with militant aspects, although the humanoid shamans of the armies praise Beltar over the other Suel gods.

When the Brotherhood conquers or occupies a new territory, priests from each of the five major faiths are dispatched to these lands, along with a few unspecialized clerics to round out the pantheon's representation. These priests direct the destruction of non-Suel temples and the building and consecration of churches of their own faith. They immediately proselytize to the conquered people, hoping to catch them while their spirits are broken and their opinions malleable. Only the most charismatic and persuasive priests are selected for this duty, for the Brotherhood knows that changing a person's religion is not an easy task.

ENTERTAINMENT

The citizens of the Scarlet Brotherhood enjoy a wide variety of leisure activities. Athletic contests of all sorts are popular, especially boxing, running, archery and endurance sports such as rock climbing and swimming. A large number of people enjoy hunting for sport; some of the crueler ones purchase old slaves, bredthralls or imprisoned criminals and use them as prey.

Many citizens are collectors, especially those who travel widely. Rocks, gems, woods, weapons, insects, coins and flowers are typical collection subjects. Here as in any human land, music is appreciated; famous bards hold concerts and skilled musicians play in public and for private events.

Though Norebo is discouraged as a patron deity by the Brotherhood, gambling itself is not. For a time, the government tried to restrict this activity, which only succeeded in forcing it underground. Now, gambling halls are licensed and regulated, with a percentage of the proceeds going to support the Office of Arms.

Not surprising for a society that has grown by deception and spreading lies, the people of Tilva are adept storytellers. Popular activities include contests where people strive to tell the most believable but outrageous yarn. Fiction writings fill the shelves of bookstores in this literate society, vying for shelf space with historical texts and romanti-

cized novelizations of the past. Religious works, travel journals and political manifestos are also common.

Others focus their talents in other directions, creating beautiful stonework, statues, carvings of rare woods, pottery and stained or etched glass. Most citizens with any sort of social standing learn traditional Suel dances, all of which tend to be very rigid and formalized. The dances of the commoners tend to be more simple and exuberant, though they remain recognizably similar to the traditional ones.

While most agents of the Brotherhood occasionally travel the Flanaess on assignments, few have time to actually enjoy the sights. Thus, many choose to vacation in the more civilized areas under Brotherhood control, such as the Lordship of the Isles and the eastern Islands of the Sea Princes; the braver ones travel elsewhere about the Flanaess in disguise or to the strange cities of Hepmonaland. Finally, the natural wonders of the peninsula itself are enough to keep its inhabitants busy for a lifetime; travel within the immediate Brotherhood lands is safe and frequently undertaken.

ART AND DESIGN

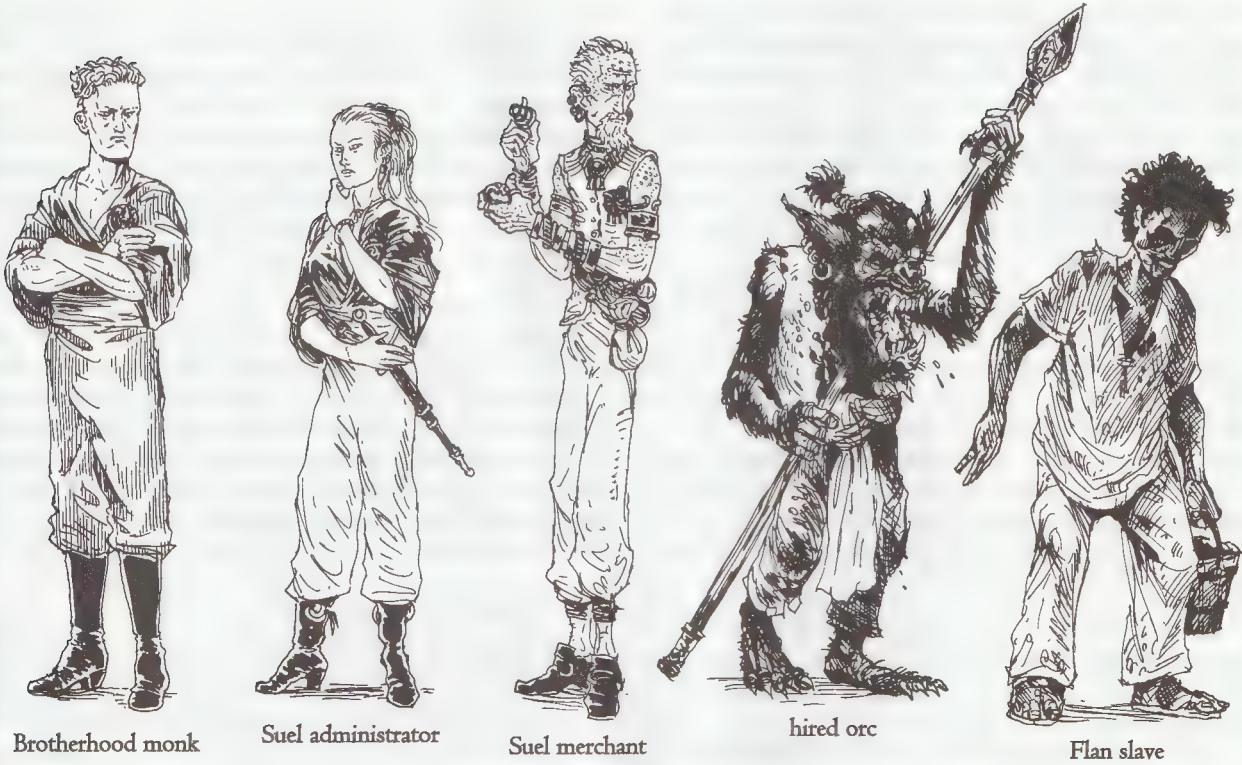
Clothing

Like the Suel from which they are descended, the people of the Scarlet Brotherhood favor pantaloons and loose blouses of solid colors. As the weather is warm year-round in their homeland, these clothes are made of thin light material that allows air to contact the skin. Vests are often substituted on warm days when it is especially hot, although this is only done when the sky is overcast and the fair Suel skin is not likely to burn. Light robes are worn over these garments when the weather cools. All citizens favor the color red, with white and light blue also popular; most monks choose to wear no color but red.

Brooches and other adornments for clothing are seen everywhere among people of influence. Items of lower quality are carved of rare woods, ivory and bone, but most are made of silver or green, red, or yellow gold, all chosen to contrast with the clothing being worn. Many of these pieces of jewelry are set with gems and semiprecious stones. Most monks prefer black or white jewelry, made of a blackened gold created by the Suel or white gold. These items often are family heirlooms that typically depict a family crest, and since certain families can be traced all the way back to the original Suel settlement of the peninsula, these items are precious indeed.

Sub-citizens dress like citizens but their garments are of lower quality and the colors are less bright; their jewelry is simpler, often ornamented with ornate twists of copper or silver wire. Humanoids dress in whatever clothes they can scavenge, steal, or buy, although those in the direct service of citizens are given belts of red or white; their clothing quickly becomes dirty but they take great care in keeping the belts of distinction clean. Slaves receive tunics and pants of coarse cloth and either sandals or cheap boots, depending on the work they are to do.

The Scarlet Brotherhood



Brotherhood monk

Suel administrator

Suel merchant

hired orc

Flan slave

Architecture

The original Suel empire had two distinct architectural styles, and the Scarlet Brotherhood continues to follow these styles. One type features high, angular buildings, with climbing spires and sharp lines on all sides. The other style features rounded buildings, usually capped with domes or onion-shaped towers. Neither style uses many adornments such as gargoyles or statues. The Brotherhood favors the former style, finding the square buildings more practical and easier to construct, but certain buildings such as the Great Library of Lendor in Hesuel Ilshar use the softer, rounded style of building.

Works of Art

The artwork of the Scarlet Brotherhood has developed its own style, slightly different from that of their Suel forbears. While the Suel Empire was in an impressionistic phase when the Rain of Colorless Fire hit, the Brotherhood has had a thousand years to experiment. Sweeping landscapes, dramatic battle scenes and realistic portraits have been in style for nearly a century, and the artists of the Brotherhood have become very skilled at their work.

Brotherhood statuary is exquisite in workmanship and usually depicts flowing forms and lithe, beautiful Suel people. Several deposits of white marble have been discovered in the Spine Ridge, and master artists have used it to create fantastic depictions of famous agents of the Brotherhood.

POLITICS

Hierarchy

The Brotherhood of the Scarlet Sign is tripartite, with thieves in the lowest levels, assassins in the middle and the tightest group, monks, at the top. However, this breakdown does not mean that the highest levels of government are comprised of monks and monks only, with assassins working under them, and thieves filling out the lowest ranks; the Brotherhood is a complex governing body, and it is common for an experienced thief to have a more important position in the governmental hierarchy than a newly graduated monk, for example. The rank held within the Brotherhood is a better indicator of status than character class.

All other factors aside, in a situation where two people with identical positions are compared, a monk outranks an assassin and an assassin outranks a thief. However, it is extremely rare that such an objective comparison can be made; an individual's experience, history, expertise, and connections are all considered when making a decision, offering advice, giving orders or resolving faction conflict. Of course, in most cases there is a clear disparity and the proper ranking of each person involved does not need to be examined so finely.

An additional complication is the status of warriors, wizards, and priests of the Brotherhood. These people are outside the normal Brotherhood hierarchy, but are assigned temporary ranks according to their employment; they have approximately the same authority as an assassin of equal rank.



Subcitizens, humanoids and slaves are subject to the orders of any citizen of any rank; such beings in the direct service of a citizen are normally left alone if they can prove their employment or ownership. When non-citizens are given conflicting orders or a citizen attempts to redirect them from previous orders, they are expected to take the interloper's rank into account; unless the new citizen's rank exceeds that of the one whose orders they are currently following, the new citizen can usually be ignored. Citizens diverting non-citizens from their assigned tasks for trivial matters are reprimanded.

Monks of equal or lesser status are called *sahey* ("Brother") or *asahey* ("Sister"), whereas monks of higher rank bear the title of *sahar* ("Father") or *asahar* ("Mother"). Assassins follow a similar structure, being *rhoidein* ("Uncle") and *arhoidin* ("Aunt"), or *rhoidey* ("Foster Uncle") and *arhoidey* ("Foster Aunt"). Thieves are called *eltesh* or *aleltesh* ("Male Cousin," "Female Cousin"), with the suffix *-kal* ("Elder") added to a more highly ranked individual's title. Wizards and priests do not usually have a title, although people who insist upon formality use *kel* ("sorceror") or *kro* ("pious") before the person's name. Warriors are addressed by their rank in the military or by the gender-neutral *ker* ("brave").

Factions

Although the Brotherhood appears from the outside to be united, many different factions within the organization vie for control. Some factions have overlapping beliefs and citizens often belong to more than one faction, while some avoid the politicking entirely and avoid joining any group. Infighting and intrigue between rival factions are common, and certain factions seem to have a near-permanent hold on specific political offices. Factions fall into three categories: religious, philosophical and class-based.

Since the Brotherhood is a lawful organization and its members are indoctrinated from birth with the idea that the Brotherhood is the way to achieve Suel superiority, these factions do not campaign to radically overhaul the way the Brotherhood works; instead, they seek changes that would not disrupt the Brotherhood's ability to function. Thus, these factions exercise remarkable restraint as they work toward their goals, especially compared to factions and secret societies in other parts of the Flanaess. Many of these factions operate mostly in secret, and some people work for a faction without knowing it.

Religious factions are usually fronted by priests of the Suel gods; they seek to promote the power of their particular church. Philosophical factions have a very mixed constituency; their agenda is for the Brotherhood itself, the Suel people as a whole, or certain parts of the world. Class-based factions promote change or encourage stability in the class-based hierarchy of the Brotherhood; members tend to be almost entirely of the same class, with occasional members of two classes.

Bankers

Made up mostly of thieves and sailors, the Bankers advocate financial domination of other nations in preference to military action. They believe that controlling a nation's economy through an effective thieves' guild and tight naval blockades is more efficient and financially prudent

than moving hordes of military troops or sending assassins. They oppose the Strong Hand faction.

Brass Daggers

Priests of Pyremius formed this group to leverage power for their church. Unlike the Redblades, the Daggers don't espouse any particular means of conquering the Flanaess; their primary goal is to cement control of the Brotherhood into the Deathseekers. Naturally, they are opposed by other groups seeking control of the Brotherhood as well as those already in power.

Brotherhood Arcane

Most of the wizards of the Office of Sorcery belong to the Brotherhood Arcane, an alliance which seeks to have wizards instated as full members of the Brotherhood hierarchy. Since the wizards are the ones who enchant the powerful items used by the Brotherhood, assist in creating new bredthralls, control the weather in the Tilva Strait, and subjugate the sea monsters that aid the blockades, they insist they deserve a clear place in the hierarchy structure.

Cabal of the Everburning Flame

This bunch of fire elementalists are worshippers of Wee Jas. They work closely with the Eyes of the Stern Lady to promote the goddess of magic and her influence in the Brotherhood. They are a very minor group, and most also consider themselves members of the Brotherhood Arcane.

Eyes of the Stern Lady

Representing the political interests of Wee Jas, the Eyes work to make sure the laws of the Brotherhood are strictly obeyed. They also seek to increase the punishments for breaking Brotherhood laws and to increase the political power of the church of Wee Jas. This faction is about 75% priests of Wee Jas and 25% wizards.

Fangs

The Fangs are all warriors or priests of Llerg; their agenda is similar to that of the Strong Hand except that they want more priests and warriors in positions of leadership within the Brotherhood. Except in rare situations, the Fangs and the Strong Hand work together to reach their political goals.

Farseekers

This splinter group ignores the immediate goal of conquering the Flanaess and instead pushes for an increase in exploration of the Flanaess, Hepmonaland and Amedio. Such visits offer opportunities for learning and discovery; war in these lands makes it difficult for travelers and can cause important sites to be forgotten or obscured. Most in this faction are citizens who found intriguing and fantastic items and places in their journeys through the outworld and wish to find more. The Farseekers oppose the methods of the Strong Hand, but not the factions that prefer subtler means of taking over countries, such as the Redblades and Bankers.

The Scarlet Brotherhood

High Unity

This group believes that there are certain traits in the other human races that would be worthy additions to the Suel bloodlines; likewise, there is much that can be learned from the elves and dwarves, even though these races are destined to be subservient to the Brotherhood. This positive portrayal of non-Suel races is unpopular to the Brotherhood as a whole, although a few members of the Office of Purity who have studied the outlander races might secretly agree.

Homeland Nobility

This ineffectual group is made up of self-important citizens from the remaining noble houses; they press for the government to again become a monarchy as it was back in the heyday of the Suel Imperium. Unfortunately for the nobles, all children of the breeding program are taught the empire's history, including the strange and terrible things that befell the eccentric emperors, and how the nobles nearly squabbled away their new start on the Tilvanot peninsula. Other than the nobles themselves, support for this faction is nonexistent, and little is expected to come of their mission, especially as they agree on nothing except that they as a group should be reinstated as rulers.

Jade Wasps

This group, sponsored by the temple of Bralm, works with any and all other groups that seek to accelerate the Brotherhood's work; this faction despises idleness. They are generally indifferent to other factions that urge changes in the current hierarchy or have agendas about things other than the domination of the Flanaess.

Millennialists

The Millennialists believe in a prophecy by a Brotherhood member named Huro, who wrote a century ago that "at the millennium of the Foundation a great miracle will occur, which will be the beginning of a purified and strengthened Scarlet Brotherhood." They assumed that the Foundation referred to the inception of the Brotherhood in 5091 SD, and thus the millennium date would be 6091 SD, or 576 CY. However, no earth-shattering miracles specifically relevant to the Brotherhood occurred in that year, and this faction's membership has dwindled away since then, although a few steadfast members cling to Huro's writings, claiming that they were misinterpreted.

Pure Suel

This faction wishes to remove all non-Suel influence from the Brotherhood. In recent years this has been taken to an extreme, with members demanding that wizards stop using spells created by non-Suel wizards, that all non-Suel magical devices be destroyed, and that all conventional weapons not designed by the Suel be banned, unless they are part of a disguise. This radical philosophy has lost them most of their following, and only a few older citizens, mostly monks, cling to this belief.

Redblades

The Redblades are all assassin followers of Pyremius; they push for the use of poison to eliminate troublesome opponents of the Brotherhood,

regardless of the repercussions. Hotheaded and occasionally rash, they normally back up the Strong Hand position, if they aren't already members of that group.

Speakers of the Black Smoke

Not a true faction in itself, these people are all expert liars who infiltrate other factions and keep any from becoming too influential; they spread rumors about factions and individual faction members to destroy alliances and turn friendly groups against each other. The Speakers know that if any one group were to gain too much power, the Brotherhood might lose its perspective and topple; the current structure with many factions allows many voices to be heard, giving the leaders of the Brotherhood more options. Not surprisingly, this group is largely populated by followers of Syrul.

Strong Hand

The members of the Strong Hand faction espouse active military campaigns to take over the Flanaess; many persons of power belong to this group, which is why the Brotherhood had an overt militant presence in the Greyhawk Wars. The Strong Hand's plan was to take over the predominantly Suel nations and use them to expand Brotherhood territory. Many younger citizens, most of them warriors, thieves, and assassins, follow this faction, bored with the nation's historical tendency to study its foes, and eager for action.

Thieves' Majority

This organization wants to improve the standing of thieves in the Brotherhood hierarchy. Many thieves see the work they do as being as important as an assassin's or a monk's, and often more life-threatening because of the long-term investment of time for thief assignments. While no factions directly oppose this one, most other citizens see any change in the status of the thieves as an alteration of an ancient Brotherhood tradition, and therefore they are slightly opposed to it. The Majority opposes the Brotherhood Arcane, as the thieves tend to use the least amount of magic compared to other classes and probably would remain the lowest level in the hierarchy if wizards were added.

Truth Scourge

The Scourge encourages the advancement of the temple of Syrul and the use of secret and double agents in enemy organizations to sow fear and confusion. Comprised of priests and Syrul-worshippers of all classes, the Scourges have an intermittent alliance with the Redblades and are occasionally at odds with the Black Smoke faction, which generally leaves them alone.

Offices

The government of the Scarlet Brotherhood is divided into various Offices, each with a specific area of control. Each Office is directed by a single citizen; these positions are the highest possible in the Brotherhood, and all members, even those of equal class and rank, refer to them with the most respectful appropriate title (Father, Mother, Foster Uncle, Elder Cousin, and so forth). When unoccupied, the



position bears the title of Father. Each Office is staffed as its Father requires; these people have the title of *kesh* ("steward"), with a higher rank being *keshkal* ("senior steward"). Some Fathers take a hands-on approach to their Offices, working closely with those beneath them in all aspects of planning and decision-making. Most choose to delegate their power, establishing subdivisions within their Office and letting their underlings deal with the smaller problems.

The Offices are largely independent of each other in operation, although there is a certain amount of overlap between certain ones; the Office of Sovereignty draws forces from the Office of Arms, for example, and the Offices of Purity and Faith work together to train young citizens-to-be.

Obedience

The Office of Obedience is the controlling organization of the Brotherhood. It determines the overall plan for the conquest of the Flanaess, regulates how the other Offices interact, and determines policy for all people subject to Brotherhood law. All citizens are required to obey the Father of Obedience unquestioningly, and all other Offices report to the Office of Obedience. The Father of Obedience chooses the Fathers of the other Offices, assigning them the position for whatever duration he sees necessary, and retaining the ability to remove them from their Office before that time; however, there are "traditional" terms of service for each Office that most Fathers of Obedience tend to follow.

The Father of Obedience is elected for life by a council of the highest-ranked monks. The current Father of Obedience is Korenth Zan, an 17th-level monk. Elected to his Office in 6083 SD, his leadership has gained the Brotherhood new territories and much respect throughout the Flanaess. The disposal of his enemies in Idee went smoothly, and although his plan was discovered by lesser members of the Brotherhood working in the Hold of the Sea Princes, with the subsequent loss of most of that territory, his paranoia is under control and he feels that he is secure in his position. His attitudes are similar to those of the Strong Hand faction, although he professes no allegiance to the group — his only true allegiance is to his race and the Brotherhood itself.

Korenth Zan is assisted by Heka, a 15th-level enchanter, Gordegar, a 15th-level assassin, and Om Regor, an 11th-level monk. **Heka** [LE hf W15 (enchanter); hp 33; Int 17, Cha 16; age 52; robe of the archmagi] and **Gordegar** [LE hm A15; hp 58; Int 15, Dex 17; age 49; long sword — luck blade] were two of Zan's original adventuring companions from years ago; both have earned status for their deeds — Heka for his work with controlling sea monsters, Gordegar for several key assassinations, including one of the lesser nobles of the Sea Princes — and both formerly held positions of authority in other Offices. **Om Regor** [LE hm Mon11; hp 33; Int 17, Cha 15; age 37; mirror of mental prowess] is a scholar and master strategist; he keeps track of the minute details of the Brotherhood's actions in the out-world, allowing Zan to coordinate his far-reaching plans.

Order

The Office of Order handles all aspects of governing the population of the Tilvanot peninsula, from Hesuel Ilshar down to the smallest village. This Office creates and enforces laws, pays the guardsmen, conducts

trials, and enacts punishments. It also maintains public roads and buildings, stocks the food and clothing dispensaries, and establishes minimum standards for the public health. A keshkal of Order controls each of the peninsula's major cities, Ekul, Kro Terlep and Hesuel Ilshar; and a kesh runs each village, his or her wages paid by the Brotherhood; in smaller villages, this kesh also acts as an arbiter for disputes and a judge for criminal offenses. This Office can call on the Office of Arms during times when the people of the peninsula are under attack.

The Father of Order is normally appointed for a 5-year term by the Father of Obedience. The current Mother of Order is a 13th-level monk named **Iridni** [LE hf Mon13; hp 51; Int 16, Wis 15; age 32; scarab of protection, stone of controlling earth elementals]. Iridni is the maternal sister of **Doxon** [NE hm A8; hp 34; Int 15 Cha 17; age 25], Korenth Zan's assassin son, and began her career as kesh of Nariac, eventually being promoted through the ranks to keshkal of Kro Terlep before gaining her current position. She ignores factional debates and concentrates on the welfare of the nation. She worships Wee Jas for her role as the goddess of law; this relationship puts her on good terms with most wizards, which in turn has enabled her to have many beneficial magics cast on cities, towns and villages. She is a very controlling sort of leader, and demands weekly reports from her highest-ranked employees; her sharp temper at those she finds inefficient, coupled with her red hair, have earned her the nickname Eskav ("firehead").

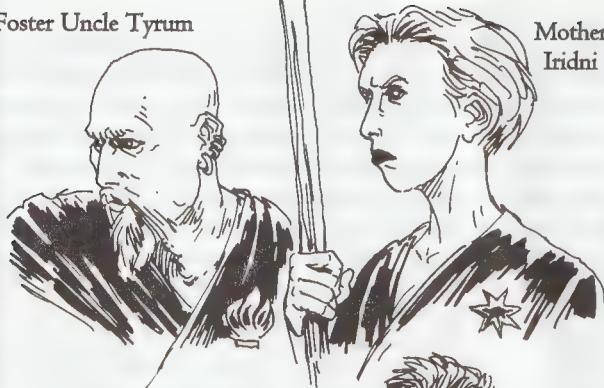
Faith

The roles of religion and the temples are directed by the Office of Faith. Equal representation in temples, numbers of public ceremonies, clergy rights and responsibilities, and the priesthood's representation in government are all part of this Office's jurisdiction. Faith works closely with the Office of Purity to ensure a proper religious education for every Suel child raised in the Brotherhood; they also have strong ties to the Offices of Sovereignty (overseeing education in the Suel faith for new lands) and Arms (helping inspire and healing soldiers). The highest-ranking officer serving the Father of Faith is always a priest.

The Father of Faith typically serves for no more than two years consecutively before another is appointed to the Office; unlike the other Fathers, the Father of Faith cannot serve more than one term in succession. The newest Foster Uncle of Faith is **Tyrum**, a dual-classed 7th-level specialty priest of Pyremius/11th-level assassin [NE hm P7 (Pyremius)/A11; hp 65; Int 15, Cha 18; age 34; flame tongue, talisman of ultimate evil]. A charismatic and evil man, he left his position in the temple of Pyremius when he realized that he could best serve his god and the Suel race by becoming an assassin, a profession recognized as part of the official Brotherhood government. Tyrum is the man who killed the original Reydrich of South Province in 6101 SD, infiltrating the Graf's domicile, slaying him, and transporting a piece of his flesh back to the Brotherhood wizards to make a clone. The success of this solo mission caught the attention of the Father of Obedience, who, after observing him in subsequent assignments, appointed him to his current office at the start of 6106 SD. As one of the Brass Daggers, he is using his position to increase the role of Pyremius' church in the Brotherhood, although he must walk a fine line between pushing so

The Scarlet Brotherhood

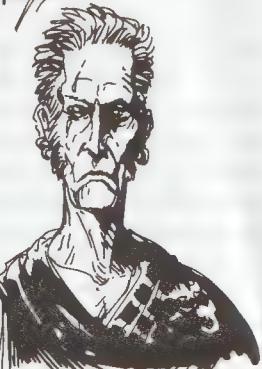
Foster Uncle Tyrum



Mother Iridni



Foster Uncle Pramas



Father Renho

hard that Korenth Zan disapproves and not working hard enough for his changes to last beyond his 2-year term.

Sovereignty

The Office of Sovereignty is responsible for governing conquered territories and subsidiary states. Kesh of Sovereignty are sent to newly acquired cities and towns to dictate and enforce the laws of the Brotherhood, while other "advisors" guide vassal governments such as the Lordship of the Isles onto Brotherhood-approved paths. Assassins and thieves infiltrate any remaining criminal organizations in a conquered land and gain control of them for the Brotherhood. Warriors of Sovereignty work with local and imported law enforcement to maintain control over the conquered people; military forces are assigned by the Office of Arms to the Office of Sovereignty to keep order. The structure within this Office is much like that of the Office of Order — a kesh or keshkal runs each town or city, with each keshkal reporting to a regional director, who reports directly to the Father of Sovereignty.

The head of this Office has a standard five-year term; Elder Cousin **Brouka** [LE hf T13; hp 40; Int 15, Dex 16, Cha 16; age 29, *bracers of defense AC 3, boots of varied tracks*] serves her nation at this time. A 13th-level thief, she spent several years as a scout in Hepmonaland, spotting hostile tribes and other hazards; she is also a veteran of many missions where she carried sensitive messages to and from agents working in hostile territories in the Flanaess. Her confidence, familiarity

with the outworld and intelligence won her an assignment as the regional director of Idee, but she was pulled from that post by Korenth Zan and replaced with one of his political enemies; after spending two years working as keshkal of the Hepmonaland territories, she was given her current assignment. Brouka is a soft-spoken woman who tolerates no back talk from her inferiors, but gives them a lot of leeway to perform their expected duties. She is a strong believer in the goals of the Strong Hand faction.

Thralls

The Office of Thralls handles all aspects of slavery in the Brotherhood, including enslavement of conquered peoples, treatment of slaves and the breeding of slave races. It also establishes standard prices for different sorts of slaves and distributes and sells surplus slaves. The Office of Sorcery overlaps strongly with Thralls, as magic is used to condition slaves as well as engineer new breedthrall races.

The Father of Thralls usually serves for five years; the current Father is **Marshenref**, a 10th-level monk [LE hm Mon10; hp 40; Int 18; age 61; *cloak of protection +2, rod of rulership*]. He has been working for this Office in various positions for over twenty years, and was finally promoted to his first term as Father eight years ago when his group announced the successful creation of the rullhow slave race. Under his leadership, the Brotherhood has produced two additional slave races, the komazar and the kurg. Marshenref is an older man still in good health; he takes great interest in the reports from agents traveling to remote and strange regions of the Flanaess, for he is always on the lookout for new creatures to study. Politically he is a Farseeker, although he is less interested in locations and artifacts than living things.

Purity

The Office of Purity has the most influence on prospective citizens of the Brotherhood, for it is this Office that selects citizens to produce children, coordinates the upbringing and training of these children, and directs them onto paths that allow them to best utilize their skills in service to the Brotherhood. As children raised by this Office have strong loyalties to their classmates and teachers, those who work for the Office of Purity often have immense influence over citizens in all parts of Brotherhood society.

The Father of Purity serves for five years under most circumstances. Mother **Arinohal**, a 14th-level monk [LE hf Mon14; hp 58; Int 17, Cha 16; age 65; *rod of security, ring of human influence*], holds this Office, starting her second term in 6104 SD. She is a stern older woman whose hair now almost exactly matches her gray eyes. One of the few remaining Pure Suel faction members, she makes sure that the youth of the Brotherhood are raised with the certainty of Suel superiority over every other sentient race. Having borne eight children for the Brotherhood, she takes a very hands-on approach to training future citizens; it is not uncommon for the Mother to participate directly in the training of students, including combat instruction. This dedication to duty and insistence on quality training earned her promotion after promotion, which finally resulted in her current assignment.



Arms

The Office of Arms controls all overt military actions by the Brotherhood, and trains and maintains the Brotherhood armies. There are three major divisions within this Office: the Suel armies and navy, consisting of citizens (mainly officers and special operatives), subcitizens and "promoted" Hepmonaland or Amedio Suel; the humanoid armies, consisting of goblins, hobgoblins and orcs; and the slave armies, consisting of human and demihuman slaves from across the Flanaess, including Suel savages from the jungles who have not been promoted. These three branches work in tandem, although each division has its own chain of command leading to the Father of Arms. The kesh of this Office are almost entirely military personnel and bear military titles.

The Father of Arms' term is normally only two years, although most serve successive terms. Father **Renho**, a 10th-level monk [LE hm Mon10; hp 70; Str 17, Int 16, Con 16; age 37; *gauntlets of ogre power, boots of speed*], has held this position for eight years and expects to continue to do so for as long as Korenth Zan is in office. An amazing combatant and a meticulous student of history, Renho carefully examines all reports of enemy military actions to learn the strategies and weaknesses of his nation's enemies. He worked as a scout and soldier and commanded units as large as a battalion before becoming second-in-command to Alitarc, the previous Father of Arms. When Alitarc retired, Korenth Zan offered Renho his mentor's job, and he accepted. Father Renho is the leader of the Strong Hand faction and is not shy about expressing his pleasure at the Brotherhood's acquisitions in recent years.

Diplomacy

The Office of Diplomacy is the heart of the Brotherhood spy network. They train people to infiltrate the highest and lowest levels of businesses, guilds and governments, including their own. This Office trains spies to effectively disguise themselves, speak other languages without an accent, ingratiate themselves with the locals and interrogate others subtly. Other Offices may choose to use their own spies, but the spies never have the extensive training of Diplomacy spies. The drawback is that all information gained by the spies of Diplomacy is made available to the Fathers of all Offices.

The Father of Diplomacy typically serves for five years, allowing him to coordinate far-reaching, slow-hatching plans with distant agents. The current leader is Foster Uncle **Pramas**, a 16th-level assassin [LE hm A16; hp 69; Int 16, Dex 17, Con 16; age 30; *cloak of the bat, short sword of life stealing*]. Of unassuming stature and medium build, he is a master of disguise and rarely shows his true face in public; his favorite disguise is a sarcastic man wearing black leather boots, nondescript clothes and a close-cropped beard and hair (which he dyes black outside of the Tilvanot peninsula). It is unknown what deeds Pramas did to earn the respect of Korenth Zan, for he alternates between being secretive and telling outrageous tales of his accomplishments. He is one of the Speakers of the Black Smoke, and has spies in every other Office to help maintain the balance between factions by spreading rumors and lies; these spies report only to him.

Sorcery

The Office of Sorcery is the smallest and most focused of the Brotherhood Offices. It oversees the use of magic to serve the plans of the Father of Obedience, including spells for battle, weather control, monster or slave control, item enchantment, spell research and magical crossbreeding of creatures. The Office is divided into departments addressing each of these specialties. Many kesh of this Office are wizards, who act as advisors to the Cousins, Uncles and Fathers of the highest ranks. Most members of this Office are dedicated specialists with little desire for political power; they see the reports they are required to make as a distraction and an inconvenience.

The Father of Sorcery's standard term is two years, allowing a short term of service before a return to full-time research. Currently, the Father of Sorcery is **Yatay**, an unusual 9th-level monk [LE hm Mon9; hp 40; Int 16; age 26; *helm of comprehending languages and reading magic*]. He advanced normally through the schools, was chosen for monk training, performed as expected and achieved citizenship. However, in one of his early assignments he worked as an assistant to a powerful wizard, and exposure to the skill intrigued him. Magic remained an interest for him in subsequent assignments, and he finally requested an unorthodox post: wizard apprentice in the Brotherhood schools. It was approved, and he learned the basics of magic. This training earned him the respect of many wizards. His understanding of the topic made him a prime choice for work in the Office of Sorcery. Eventually he was promoted to his current position after working as a keshkal in each of the Office's departments. As one of the Brotherhood Arcane, he is one of the few non-wizards to take up their cause.

LAW AND ORDER

Laws

The Scarlet Brotherhood is a society dedicated to maintaining order and a strict social structure. Despite the institutionalized training of thieves and assassins, most citizens live crime-free lives while in their homeland. Children grow up with a strong belief in their people and their country. The laws of the Brotherhood are to be obeyed or the Suel people will never achieve their rightful destiny of ruling the Flanaess. Since any children who do not respond to this conditioning are brainwashed, demoted, enslaved or killed, those remaining hold the Brotherhood's laws in high esteem. Brotherhood laws can be summarized as follows:

The Destiny of the Suel: *Do not take actions that slow the Suel people on the path to their true destiny.* This axiom discourages treason or insurrection against the Brotherhood, or the sabotaging of plans that may benefit the Suel race.

The Bonds of Brotherhood: *Your brothers and sisters share your birthright; let them demonstrate their worth to the Suel people.* This discourages crimes against persons or property.

The Words of the Fathers: *Acknowledge the experience of your superiors and obey their commands.* This discourages the questioning of authority and emphasizes the need to obey the laws set down by the Brotherhood.

In addition to the three cardinal laws, the Brotherhood has specific laws covering all sorts of situations and crimes. The laws are reviewed every five years by the Offices, and laws that are frequently abused or ignored, that conflict with other laws, or that upon reflection seem ridiculous are revised or discarded.

Some of the more important laws currently in effect involve:

Arms: Citizens have the right to carry weapons on their persons.

Subcitizens, humanoids and slaves may not carry weapons more than 6 inches in length unless they are part of a sanctioned Brotherhood army. Humanoids may not carry weapons within city limits without a permit. Slaves may not carry weapons within city limits at any time.

Punishments include imprisonment, enslavement and/or death.

Negligence: Willful or incidental acts, including rioting and spellcasting, that cause damage to an excess of 100 square feet of property are punishable by fines, imprisonment, enslavement and/or death.

Crimes to the Body: Causing the physical injury or death of a citizen through a willful act or negligence is a crime punishable by fines, imprisonment, enslavement and/or death.

Theft and Vandalism: Theft of or damage to the property of a citizen is a crime punishable by fines, imprisonment or enslavement. Slaves and humanoids owned by or currently employed by a citizen are considered property of that citizen.

Treason: Willful acts to the detriment of the Scarlet Brotherhood, or crimes against the state — such as revealing state secrets or smuggling contraband materials — are crimes punishable by torture and/or execution.

Similar laws concern the rights of non-citizens; crimes against non-citizens generally have milder punishments, while crimes committed by non-citizens result in stronger punishments. Obviously, certain punishments are impossible or redundant — slaves cannot make monetary restitution, and they are already enslaved — and so special arrangements are made (such as the slave being sold and the moneys going to the victim) or the maximum punishment is given.

Law Enforcement

The Office of Order maintains a division of law-enforcement officers called *shodeen*. A mixture of all classes, the members of this group are specially chosen for their dedication to the Brotherhood, their individual skills and their attention to detail. Most worship Wee Jas' aspect as the Stern Lady, although many make offerings to Pyremius when investigating murders, hoping that the patron god of murder will help them understand those they hunt. Soldiers of the Office of Law report to the *shodeen* and act as city guards.

The *shodeen* normally work in teams of three, one of which is always a wizard or a priest of Wee Jas. For crimes that require special attention or resist normal means of investigation, the Office of Order assigns a *staff* specializing in Suel law to the team; normally only the *shokal*, the highest-ranked officers, are granted this to aid their work.

Crime

Despite the prevalence of assassins and thieves among the citizens, crime is uncommon within Brotherhood lands; citizens are kept busy with their assignments, and those with criminal skills normally feel no desire to exercise them during their free time. Furthermore, the magical abilities of the *shodeen* mean that criminals are frequently caught; few choose to endanger themselves in this fashion. This makes the cities a safe place to live and work if you are a citizen or subcitizen. Urban humanoids and slaves are employed by or belong to citizens and fall under their protection; crimes against them are punished under the "Theft and Vandalism" statutes.

Conditions are less perfect in the rural areas where *shodeen* are less common, but the *kesh* of Order in each town represent the government and have enough power to suppress the crimes typical to rural areas. Bandits are almost nonexistent and are immediately rooted out; thefts are investigated quickly and lost properties returned; the occasional brawls are settled by involved parties cooling their heels in the village jail.

The humanoid armies fall under the jurisdiction of the Office of Arms. Accused humanoid criminals are tried by a military court; flogging, lashing, enslavement and death are typical punishments. As there is very little interaction between humanoids and the human population, crimes between classes are handled on a case-by-case basis.

Slaves who commit crimes, including attempting to escape, are tried by the local authority, whether urban, rural or military. These trials are generally quick and ruthless.

Punishment

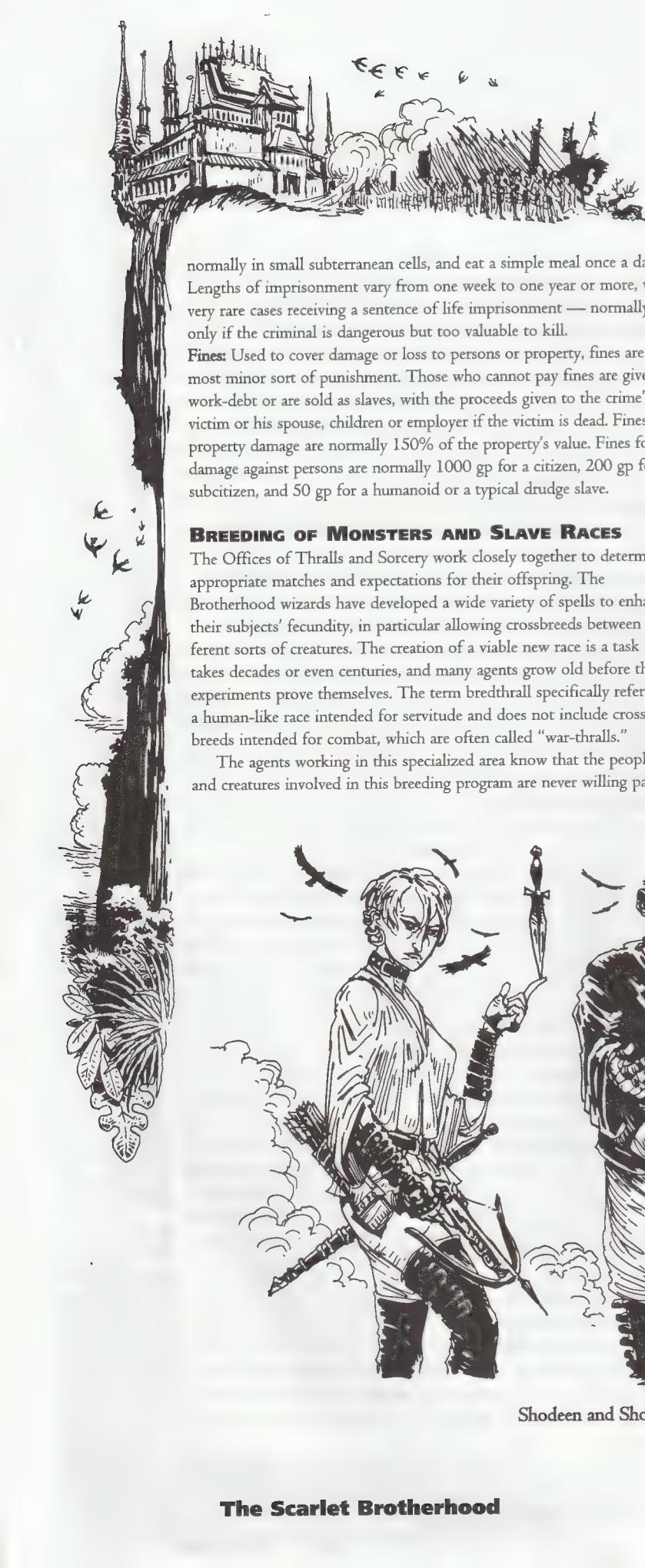
There are five typical punishments in the Tilva lands.

Enslavement: Considered the most humiliating punishment available to the Brotherhood, making someone a slave is the penalty for serious crimes or when the criminal cannot pay fines. Enslavement is normally permanent, although in certain situations a person may be enslaved for a specific period, such as a month or one year. If they are still alive at the end of that time they are reinstated into their previous rank.

Execution: Most crimes, if serious enough, can warrant the death of the criminal. Slaves and foreigners are the most common recipients of this punishment, as they have little or no status in Brotherhood society and are therefore expendable. The most common methods of execution are beheading and hanging.

Torture: Torture is reserved for criminals who have committed a terrible crime affecting a large number of people. For example, a turncoat spy that funneled information to an enemy who wiped out a safehouse would probably be sentenced to be tortured to death, as would a wizard fireballing the streets of Kro Terlep. A sentence of torture is always a death sentence — the criminal is tortured until he dies. Popular means of torture include the rack, whippings, progressive amputation, burning alive, slow-acting corrosive poisons and consumption by animals. Torturous executions may be public or private, depending on the nature of the crime and the public's awareness of it.

Imprisonment: Incarceration is normally used when the criminal needs to be isolated from others due to the possibility of harm to him or herself or to others. Convicted prisoners remain in solitary confinement,



normally in small subterranean cells, and eat a simple meal once a day. Lengths of imprisonment vary from one week to one year or more, with very rare cases receiving a sentence of life imprisonment — normally, only if the criminal is dangerous but too valuable to kill.

Fines: Used to cover damage or loss to persons or property, fines are the most minor sort of punishment. Those who cannot pay fines are given a work-debt or are sold as slaves, with the proceeds given to the crime's victim or his spouse, children or employer if the victim is dead. Fines for property damage are normally 150% of the property's value. Fines for damage against persons are normally 1000 gp for a citizen, 200 gp for a subcitizen, and 50 gp for a humanoid or a typical drudge slave.

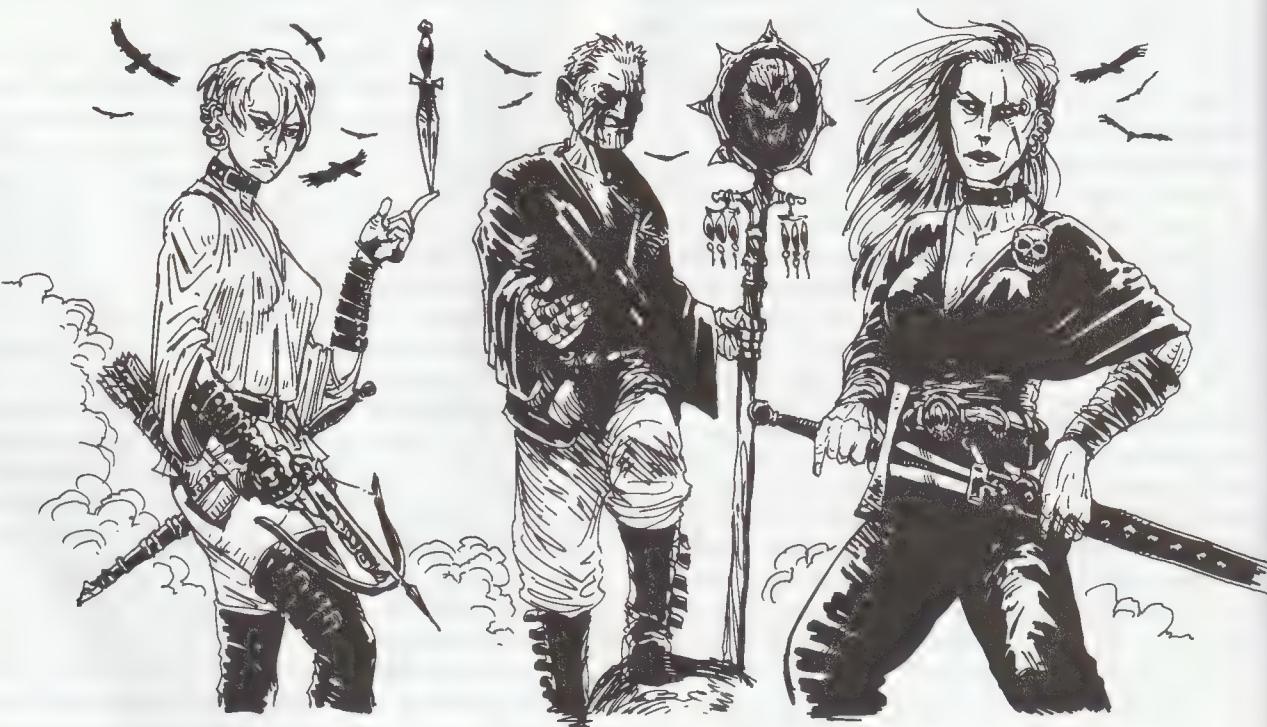
BREEDING OF MONSTERS AND SLAVE RACES

The Offices of Thralls and Sorcery work closely together to determine appropriate matches and expectations for their offspring. The Brotherhood wizards have developed a wide variety of spells to enhance their subjects' fecundity, in particular allowing crossbreeds between different sorts of creatures. The creation of a viable new race is a task that takes decades or even centuries, and many agents grow old before their experiments prove themselves. The term bredthrall specifically refers to a human-like race intended for servitude and does not include crossbreeds intended for combat, which are often called "war-thralls."

The agents working in this specialized area know that the people and creatures involved in this breeding program are never willing participants, so they must be magically compelled to cooperate with the agents' demands. Intelligent creatures are often *charmed* or brainwashed into submission, although the Brotherhood tries hard to avoid the possible interference of magic or chemicals on a subject's offspring. An entire division of the Office of Thralls is devoted to the mutagenic effects of certain drugs and magic items on the development of the unborn, both human and non-human.

The discovery of near-human creatures such as apes and baboons in Hepmonaland and the Amedio has caused a great deal of excitement among the slave-breeders; because of their lower intelligence near-humans are less likely to rebel against the matings, and they offer a wider range of variations than human subjects. The Brotherhood has largely abandoned attempts to create new slave races by crossing mammals and non-mammals, as the magical and herbal investment required for successful crossbreedings of this sort is too great to justify their potential gain. However, this does not stop private individuals from funding certain experiments of personal interest.

One of the most important qualities in a potential crossbreed is obedience, or, in the case of war-thralls, selective aggression. Remembering the hostility of the derro, the Scarlet Brotherhood has been careful to breed for offspring that readily obey their Suel masters, or, in war-thralls, for nonaggression toward people of Suel coloration. If this trait can be bred into creatures instead of being achieved by training and discipline, these creatures will have superior potential. The



Shodeen and Shokal with the Staff of Suel law

Brotherhood also uses addictive substances to control their crossbreeds; withdrawal symptoms are usually enough to keep a creature obedient. Alternately, some of the more violent and uncontrollable war-thralls are kept in constant near-sedation; they are only freed from their medicated docility where none of the Brotherhood are at risk, such as with release into enemy territory.

The entirety of the monster-breeding program takes place on the island of Lof Bosok; this prevents any potentially dangerous mutant or crossbreed from causing damage on the mainland. Experiments with new types of bredthralls take place in enclaves on the peninsula, and certain caves on the plateau have been set aside for this express purpose. These enclaves are guarded carefully so that no subjects may escape.

Some of the larger-scale breeding experiments involve the mutant children of the Hepmonaland nation of Sharbakal, whose natural reptilian-human cross allows for some interesting variety; captured yuan-ti from Hepmonaland; a weasel/wolverine crossbreed; a more tractable owlbear; a green slime that assumes a dormant spore form; and a privately funded rust monster/spitting snake crossbreed. They are also interested in any information on the Amedian Suel giants, the Suel subrace called the Lerara and new varieties of troll.

CURRENT PLANS FOR THE SCARLET BROTHERHOOD

The Amedio Jungle and Olman Islands

The Father of Obedience is content to keep the removal of slaves and warriors from this place to a low level. The Amedio is just far enough away that he is cautious about trying to assert too much control there. Instead, he has given orders to Brother **Schelepak** (keshkal of the Olman Islands [LE hm Mon9; hp 42; Int 15; age 28; *ebony fly*]) and Sister **Julmar** (keshkal of Amedio [LE hf Mon9; hp 61; Str 15, Con 16; age 31; *Daern's instant fortress*]) to keep the current slave-taking operation functioning smoothly without creating an imbalance. Julmar wishes to explore the cursed Suel city on the north side of Matreyus Lake but cannot commit her forces to that task without extending the Brotherhood's zone of control; Schelepak seems content to fortify the Olman Islands and send Olman slaves back to the Brotherhood homeland.

Hepmonaland

The Brotherhood plans to maintain friendly relations with Zar, Lerga, and Sharba. Occasional slaving raids into Xolapeqa will also continue, but the Father of Obedience doesn't want to antagonize any possible allies, and so he has directed Sister Leara to stop raids into Sharbakal. Not wishing a war on two fronts, he has ordered the cessation of all unfriendly interaction by Brotherhood agents with the non-Suel nations of Hepmonaland.

The Western Nyr Dyv

The Brotherhood has no plans for overt action in this region, feeling it is surrounded by potential allies and too distant to rule effectively. Instead, the Office of Diplomacy has increased the number of spies in these countries, especially in the Domain of Greyhawk, the Wild Coast,

and Furyondy. The increase in spies has resulted in a greater need for safehouses, which Foster Uncle Pramas is more than happy to provide. More parties of young Brotherhood adventuring groups are being sent into the Cairn Hills as well.

The Sheldomar Valley

The most important goal of the Brotherhood in this area is to enter Slerotin's Tunnel, get to the Sea of Dust and look for old Suel ruins; however, the elf wizard of the Circle of Eight, Theodain Eriason, has worked diligently to make sure that the Brotherhood cannot use the passage. Plotting the destruction of the heretical city of Jurnre is a secondary priority for the area. The Sheldomar Valley is otherwise considered too distant a target to conquer or hold militarily, and so is watched.

The Baklunish West

Although this region of the Flanaess is home to the descendants of the ancient enemies of the Suel people, the Scarlet Brotherhood has many more immediate threats and obstacles to deal with than the remnants of the Baklunish Empire. When these territories are finally within striking range of Suel armies there will surely be a reckoning, but for now the Brotherhood is content to let the Baklunish fight their little wars with each other.

The Barbaric North

The sparse realms in this corner of the Flanaess currently hold little interest for the Scarlet Brotherhood. Token spies in Perrenland and Blackmoor report regularly on those two lands, as well on the Wolf and Tiger nomads. Any new reports of the "City of the Gods" or unusual artifacts found in the labyrinths beneath the ruins of Blackmoor will certainly arouse interest in the Brotherhood.

The Empire of Iuz

Although the Brotherhood is potentially threatened by Iuz's plans of world conquest, Iuz has suffered some recent setbacks and is not currently able to threaten the Brotherhood's territories directly. While the Brotherhood has no agents in the turbulent, largely demihuman realm of Iuz, spies in key positions in Furyondy, Urnst and The Pale act to sabotage plans that might give the cause of good the upper hand in their conflict with the demigod; the presence of a prominent evil realm on the opposite side of the Flanaess serves as a useful distraction.

The Thillonrian Peninsula

The northern barbarians remain on good footing with the Brotherhood, although their constant infighting and chaotic nature frequently annoys the southeastern Suel. Exceptional barbarians are still occasionally recruited to contribute to the breeding program.

Old Aerdy West

Nyrond, the Urnst states and the Theocracy of the Pale are stuck in the middle of several hostile or potentially hostile nations. Once again the Scarlet Brotherhood is playing a balancing game, keeping these nations



from growing too stable or falling to an enemy. There is a Brotherhood safehouse in every major Nyrondian city, as well as in the capitals of the Theocracy, the County of Urnst and the Duchy of Urnst. The nation of Tenh is considered too lawless to safely house any agents.

Old Aerdy East

The large eastern territories of the old Great Kingdom are in a delicate position, ready to collapse again into smaller feuding nations. Since the Scarlet Brotherhood uses Sunndi as a buffer state against hostilities from Ahlissa or Northern Aerdi, it is safe to manipulate those countries with intrigue and assassination. However, the Father of Obedience wants to watch the twists in the flow of power work themselves out for a while in this region; he has ordered all agents in the area to refrain from any major action until the start of 6107 SD. The Father of Obedience may choose to intervene if Ahlissa threatens to collapse or unite more strongly; his influence over the Reydrich *clone* is sure to play a key part in his plans. Korenth Zan also is ignoring the Sea Barons and the Spindrift Isles, seeing them as insignificant forces, or at best potential thorns in the sides of Ahlissa and Northern Aerdi.

Vassal States

The Lordship of the Isles has proved valuable in acting as a "neutral" intermediary for Brotherhood goods. The people of the Lordship have been under Brotherhood rule for eight years and have adjusted well to the change, and Korenth Zan considers relaxing the restrictions there. In all likelihood, Prince Frolmar will continue to receive advice from a high-ranked kesh, but he will be allowed greater independence — which should enable him to convince more nations of his neutral status.

The Father of Obedience is considering giving up on the Hold of the Sea Princes as a lost cause. The mainland is controlled by rebellious Holders, Olman slaves — seemingly led by priests — and humanoids, with only the major cities still under Brotherhood control. The Hold provides little access to the Yeomanry and Slerotin's Tunnel, and the forts on the Amedio support the Densac-Azure blockade well enough that the Hold ports are unnecessary. If he withdraws, he will probably release several waves of war-thralls on the mainland to punish the rebels; whether Hammandaturian would be left behind as a penalty for his failures is a matter of conjecture in the homeland.

The Father of Obedience still considers Onnwal, and specifically Scant, a strategic position. Even though it is difficult to completely blockade the Strait of Gearnat, Scant is well placed to observe traffic into and out of the Sea of Gearnat and Woolly Bay. The current thinking among Brotherhood members is that any troops withdrawn from the Hold of the Sea Princes will be deployed to Scant to retake the territory outside of the city.

The Tilvanot Peninsula

Having recently discovered a resonance between the *Weeping hexagram* and the Ziggurat of Black, the Office of Sorcery is investigating the possibility of using the two as some sort of power source, utilizing the artifacts' supposed link to Tharizdun; the Office of Sorcery is enthusiastic about the possibility of creating wide-scale madness or freezing

temperatures in other parts of the Flanaess, though the Office of Faith advises caution.

Knowing that the good nations of the Flanaess may attack soon, the Father of Obedience wants Ekul and Kro Terlep to accelerate their defensive plans, especially given King Skotti's bravado in capturing the Holder city of Westkeep. He has also ordered more assassins trained, and established small skilled teams in the army like those of Fort Ulos, seeing the possible need for minute precise actions that accomplish what a full-scale assault cannot. As always, he searches the ranks of the Brotherhood looking for plots against him, ready in his paranoia to sacrifice talented agents.

GLOSSOGRAPHY OF THE TILVANOT

Cities, Sites, Towns and Villages

All of the listed locations that appear within the forested lowlands are actually surrounded by clear land for more than a mile. Most were founded or settled long before the Brotherhood replanted the plains, and retain a wide belt of cultivable for potential human expansion.

There are also numerous smaller settlements consisting of little more than a cluster of farmhouses or individuals' prospecting camps; the listed locations all have residences, businesses, one or more temples and a population of at least 100.

Car Ulos

Car Ulos is a medium-sized port town where the Brotherhood repairs and supplies its naval vessels blockading the Tilva Strait. Outlying farms supply food for the local populace and the soldiers at Fort Car, with surplus going to the navy. There is also a secondary economy based on entertaining the sailors when they come to port. If a ship docks here and needs extensive repairs, its booty is unloaded and sent overland to Xia Ulos. Cousin **Turo Madi** [LE hf T6; hp 19; Dex 15; age 22] is the kesh of this town.

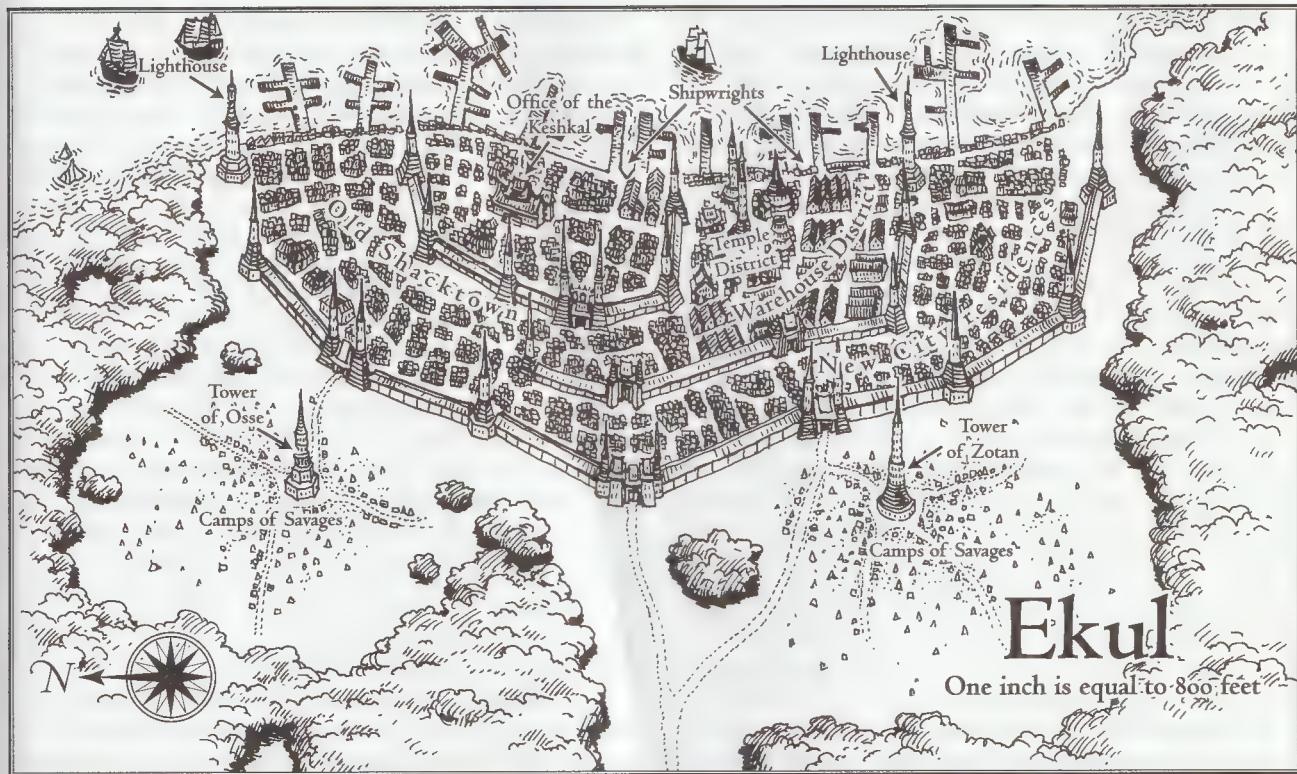
Dancardeen

This fishing town has a large stone lighthouse enchanted to magnify sights in a manner equivalent to *eyes of the eagle* for anyone who looks out its highest windows. The port ferries supplies received from upriver and repairs Brotherhood ships. Brother **Kekarav** [LE hm Mon6; hp 30; Dex 16; age 24] is the kesh.

Ekul

Ekul is a sprawling, ugly port that serves as a base of operations for many of the ships blockading the Tilva Strait. In addition to the Brotherhood navy, a large number of ships from the Lordship of the Isles make port here. It is unlikely that Ekul will ever be invaded from the sea. Several shipbuilding facilities here produce new vessels for the Brotherhood. Elder Sister **Kerilin** [LE hf Mon9; hp 52; Str 15, Con 15; age 27] is the keshkal of Ekul, and keeps careful notes on the workings of her city.

Ekul also serves as the launching-point for Brotherhood agents traveling eastward; at least one ship for Hepmonaland leaves every day. Many



experienced agents live in Ekul, serving the Brotherhood by briefing and training those who are leaving in the near future. Clothing, weapons, equipment and supplies from all parts of the world can be found here.

Ekul has a large (if transient) Hepmonalander population. Since many of the savages have little experience on boats, the Brotherhood puts them ashore as soon as possible, which makes Ekul a dumping-ground for the transported warriors; they then march overland to the mesa.

Esko

A majority of the fruit crops in the northern Tilvanot peninsula are grown in the area near Esko. Spacious apricot, fig, olive and peach orchards alternate with small fields of wheat and maize. Virgin olive oil from Esko is a prized commodity in the Tilva lands and is in growing demand in the outworld, although the location of Esko, in Brotherhood lands, is kept secret from the outer world. The kesh is Brother **Alesco** [LE hm Mon4; hp 22; Int 16; age 23], who carefully limits olive oil exports to keep demand high.

Eto Maz

Gold mining at Eto Maz began less than a decade ago when an earthquake opened a series of small chasms in the northern Spine Ridge. After the mining started, rumors of ghosts and other hauntings circulated, although they were later shown to be caused by the air-born spores of a hallucinogenic fungus growing on the mine walls. Other fungi are common in the caverns, with some dangerous and intelligent fungi in

the lower areas; it is presumed that these caverns connect with Under-Oerth at some point, and armed guards are stationed at the mine entrances in case creatures such as drow and derro attack.

Hesuel Ilshar

The hidden city of Hesuel Ilshar is the center of the governing body of the Scarlet Brotherhood. It houses the main buildings of all nine Offices; the schools and dormitories of the breeding program's students and teachers; the primary temples of the five major Brotherhood religions and the main pantheonic church; the Great Library of Lendor; the Grand Prison; and the Domains of the Three; as well as the numerous businesses, inns and residences found in any city. The wide streets are paved with large white stones, and the architecture is classically Suel, rich with ornamentation, domes and minarets.

A majority of the city's residents are pure Suel — citizens of various classes. The remainder consists of a few subcitizen nobles with hereditary estates and visiting subcitizen caravans bringing goods, orcs, slaves and bredthralls. Soldiers are stationed at every major intersection, alert for trouble of any sort or to clear the streets for important personages; the soldiers are fighters of at least level 4 and travel in groups of 6, led by a captain of level 7 or greater.

Bredthralls known as rullhow keep the streets and buildings clean. Orcs serve as advance guards for ranking officials; most Suel avoid contact with the humanoids out of personal disgust, making them excellent choices for clearing a path in a crowd. Human and humanoid slaves



serve citizens or work for the Offices in various tedious and tiring jobs.

All entrances to the city are guarded by a staff of warriors, assassins, and monks, with at least one wizard and a priest on retainer. The Offices of Order and Arms test these defenses at least once a month with small and large groups attempting to sneak or bluff their way into the city; this keeps the guards' instincts honed.

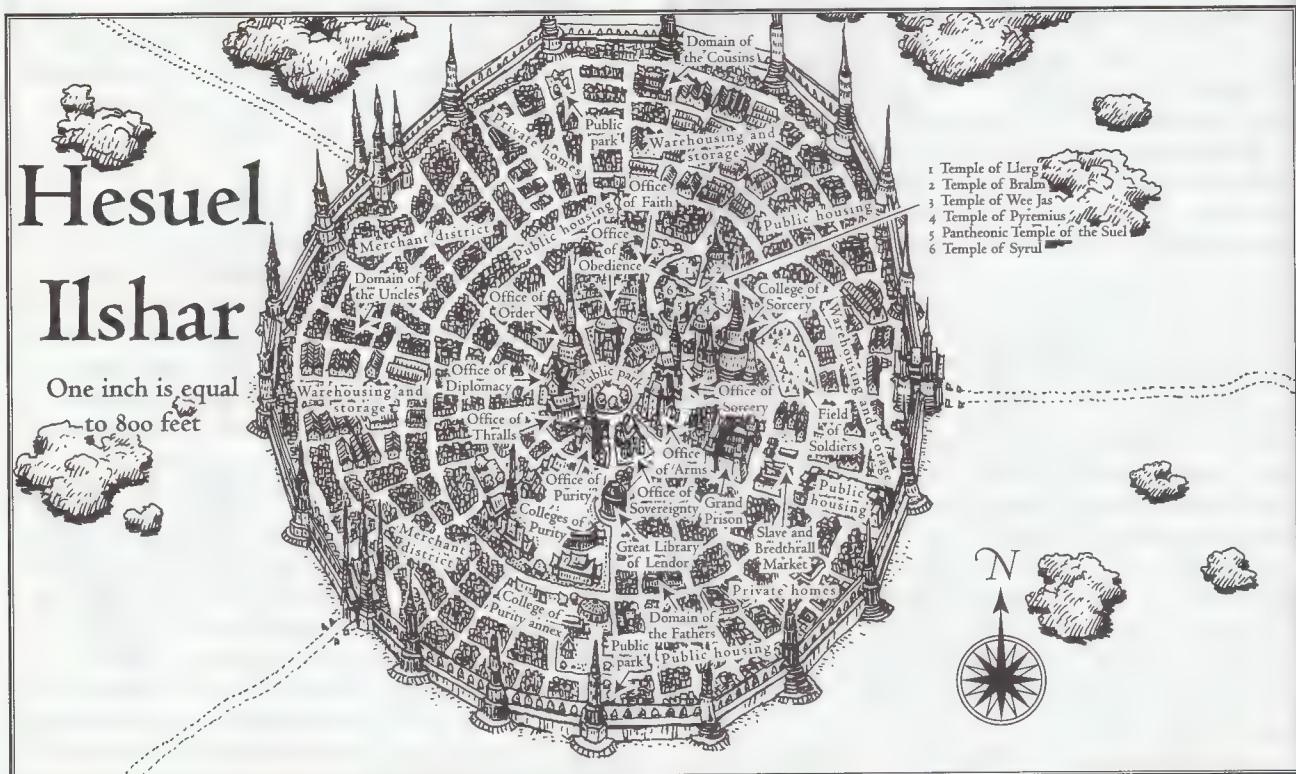
The area immediately around the city is kept free of low-lying vegetation and normally hosts at least one small army of subcitizens and several camps of newly arrived savages, either recruits or slaves, awaiting assignment; the subcitizen army is expected to suppress the savages should they revolt.

The Great Library of Lendor is the largest public storehouse of knowledge of the Suel people. A large domed affair decorated internally with constellation motifs, the Great Library is nominally a temple of Lendor and primarily an extensive set of records. Several of the first copies made of the *Tome of the Scarlet Sign* and *The Journal of Kevelli Mauk* are kept here under careful observation; modern copies are available for perusal, though most citizens own personal copies of both. Also on display is a complete record of the Fathers of every Office for the entire history of the Scarlet Brotherhood, as are historical texts describing life in the Tilva lands under the guidance of the original nobles and the evolution of the current tri-level government. Removing a book from the Great Library or intentionally damaging one is an offense punishable by torture.

The Grand Prison holds criminals awaiting sentencing, but it also

contains housing for important and valuable "guests" of the Brotherhood. Captured foreigners with valuable information are kept here until the information can be extracted; after that they are considered useless and are normally killed or brainwashed and given to the Office of Thralls.

The Domains of the Three are actually three different buildings separated by a significant distance. Each is dedicated to one of the three main classes of the Brotherhood, and is under the control of the greatest member of the appropriate class. The Domain of the Cousins is watched over by Elder Cousin **Telek Senh** [LE hm T17; hp 55; Str 17, Dex 18; age 32; *boots of elvenkind, gem of brightness*]. Formerly a member of the Pure Suel faction, this ambitious man abandoned that cause when he felt they were taking their obsession to an extreme; since then he has avoided allying too closely with any one faction. The Domain of the Uncles is directed by Elder Aunt **Firuz Tesh** [LE hf A17; hp 60; Int 16, Dex 17; age 27; *dagger of venom*], who was promoted to this position when Elder Uncle Issor Ferh's overuse of *potions of longevity* caught up with him; Firuz is a Strong Hand but is friends with many Redblades. The Domain of Fathers is under the direction of Elder Sister **Hissek Sham** [LE hf Mon16; hp 61; Str 15, Wis 15, Dex 15, Con 15; age 47; *wings of flying*], a woman of late middle age with great scars on her face left by a tragic encounter with a mustard jelly; she avoids the politicking of the factions and concentrates on improving the skills and training of Brotherhood monks. A carefully guarded room in the Domain of the Fathers is home to the original copy of the *Tome of the Scarlet Sign*.



that Kevelli Mauk brought with him on his journey; next to it is the original copy of his personal journal.

The keshkal of Hesuel Ilshar is Brother **Ihilin Soron** [LE hm Mon11; hp 71; Int 16, Wis 15; age 38; staff-spear +3], who reports directly to Elder Sister Iridni, the Mother of Order.

Ilasna

Devoted largely to fishing, this village also has primitive facilities for making emergency repairs to ships. Ilasna and Ilkrova supply the food for the ships maintaining the blockade through the Olman Islands. The kesh is Ker **Borat** [LE hm F6; hp 54; Str 17, Con 16; age 23], who was forced into early retirement when he lost his left arm to an Furyondian with a sword of sharpness.

Ilkrova

The agricultural counterpart to Ilasna, this village ships its produce — mostly grains and citrus — downriver to Ilasna, where it is supplied to ships of the Densac blockade. **Patpi** [LN hf P3 (Bralm); hp 27; Wis 16, Con 16; age 25] is kesh.

Ilgov

Ilgov handles much of the logging on the peninsula, and has a secondary economy based on creating fragrant soaps from the exotic trees. The Offices of Sorcery and Thralls each maintain a small building in this town, using them as bases for research into some of the creatures native to the Tarlan Forest. Ilgov's kesh is **Athania** [LN hf P6 (Bralm); hp 46; Con 15; age 27].

Krij

Although mainly a farming village, Krij is also home to several talented horse breeders. The Dinar Walker horses of Krij are the best on the peninsula, being calmer and tougher than is usual of their breed. The draft horses known as Blond Tevylls are legendary across the Flanaess, though few fans know the breed's origin. Aunt **Nojos** [NE hf A5; hp 28; Dex 17; age 23; ring of animal friendship] is kesh.

Kro Terlep

The city of Kro Terlep is the temporary base for Brotherhood agents and soldiers on their way to the lands north and west of the Tilvanot Peninsula. As with Ekul, outland armor, equipment and clothing is available in this city so that users can blend in with the locals at their intended destination. Goods intended for export wait here for Lordship of the Isles vessels; the Lordship captains take these goods and transport them to ports all over the Azure Sea.

Kro Terlep is normally heavily defended, and this has increased since threats of attack by hostile nations have accumulated. Every non-slave resident must carry a weapon at all times. A series of high towers line the docks, each housing one or more catapults, bags of gravel, barrels of pitch and numerous quivers of arrows.

The city is one of the few places on the Tilvanot peninsula where a foreign ship might be allowed to make port; Kro Terlep is open for trade, although visiting ships are carefully watched for spies and infiltrators.

Few foreign ships choose to visit here, rightfully fearing piracy, so it is largely a moot issue. As in Ekul, large numbers of Hepmonaland soldiers and slaves camp outside the city, awaiting transport.

Kro Terlep has branch offices for the Domains of the Three, although any information that would be dangerous if discovered by enemies of the Brotherhood is not kept in these offices. The kesh is Father **Kammaclee** [LE hm Mon9; hp 36; Int 15; age 25]; he is the half-brother of Sister Leara, keshkal of Hepmonaland.

See page 29 for a map of Kro Terlep.

Maz Bylakal

This mine has provided a steady supply of diamonds to the Brotherhood for hundreds of years. The diggings cover a wide area, with several dozen entrances, and tunnels and caves extend for nearly a mile in most directions. A hundred feet below the surface rock lies another layer of stone; this layer is much harder, so the lowest tunnels travel horizontally across this surface. Occasional breaks in the lower stone have revealed caves full of dank air and slow-crawling horrors. The mining is done by komazar bredthralls and is supervised by subcitizen foremen. A few stone buildings exist on the surface and are used as homes for the foremen or vaults for mined diamonds; the komazar live in the upper areas of the mines.

Maz Tanya

This mine has consistently produced rich gold ore since shortly after the peninsula's settlement by the Suel. The komazar work this mine, sleeping in the upper chambers, while the subcitizen supervisors live in homes on the surface. An old aurumvorax lives in one of the abandoned shafts; the foremen consider it a good-luck charm and have left it alone, although any others of the breed entering the area are carefully watched or caught.

Maznoth

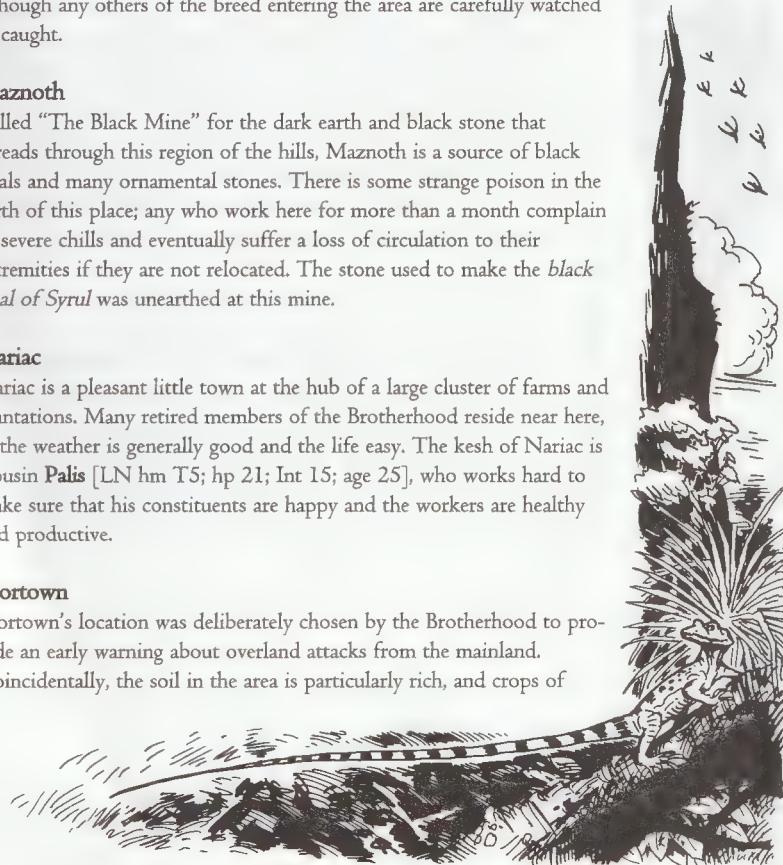
Called "The Black Mine" for the dark earth and black stone that threads through this region of the hills, Maznoth is a source of black opals and many ornamental stones. There is some strange poison in the earth of this place; any who work here for more than a month complain of severe chills and eventually suffer a loss of circulation to their extremities if they are not relocated. The stone used to make the *black opal of Syrus* was unearthed at this mine.

Nariac

Nariac is a pleasant little town at the hub of a large cluster of farms and plantations. Many retired members of the Brotherhood reside near here, as the weather is generally good and the life easy. The kesh of Nariac is Cousin **Palis** [LN hm T5; hp 21; Int 15; age 25], who works hard to make sure that his constituents are happy and the workers are healthy and productive.

Nortown

Nortown's location was deliberately chosen by the Brotherhood to provide an early warning about overland attacks from the mainland. Coincidentally, the soil in the area is particularly rich, and crops of





maize and squash grow strong and healthy. Nortown has a small garrison of soldiers, fast horses and speedy riverboats; should there be a land-based attack, the soldiers' orders are not to defend the town but to relay news of the invasion; this causes some resentment among the local farmers. Kesh is **Kov** [LE hm F6; hp 30; Str 16; age 25].

Osnoth

Osnoth is a small town that markets a remarkable amount of fish due to an unusual aquatic phenomenon just offshore. A miscast spell diverted a portion of the local current landward; this current is rich with deepwater fish and has allowed the town to prosper. The soil around the town is salty, rough, and terrible for farming, so fishing is all that keeps the place alive. The kesh of Osnoth is **Delar** [LE hm F6; hp 38; Str 17, Cha 17; age 26], recently demoted from his position as kesh of Dancardeen due to a public falling-out with Cousin Sori, an assistant to Elder Sister Kerilin.

Rashu

If Nortown supplies advance warning of an invasion, Rashu is the Brotherhood's first line of defense. While in most respects it is a normal town founded on fishing and farming, the Brotherhood requires that all people living here be proficient in spear, bow and pike, as well as be ready to protect the southern shore from invaders. In exchange for this, the residents of Rashu have lower taxes than any other part of the Tilvanot peninsula. The kesh is **Ker Viddo** [LE hf F9; hp 82; Str 16, Con 17; age 52; longbow +2], a retired colonel from the Office of Arms.

Renho Maz

The original entrance to this mine was discovered by Renho, a monk of Kevelli's original party of refugees, when he followed a greater medusa back to its lair and slew it. The stone of the lair was laced with red gold, and this mine was the first to be exploited by the Brotherhood. The mine has been abandoned several times over the past thousand years only to be reopened again during gold shortages; these occasional periods of inactivity have kept the mine from becoming depleted in the past thousand years, and have made it a convenient place for monsters to lair.

Ris

The people of Ris are a hardworking bunch who do their best to convert the Tarlan Forest into useful lumber for the Scarlet Brotherhood, one tree at a time. The town has a reputation for being rowdy, and many soldiers on leave request transport to this area. The kesh is **Nappesirt** [LN hm F8; hp 52; Str 15, Cha 15; age 30; iron bands of Bilarro], a pleasant man who encourages boisterousness while discouraging trouble.

Shulof

Shulof is a highly fortified port on the island of the same name. Central to the town is a building called the Tower of the Eye, in which wizards use a *crystal ball* with *clairaudience* to scry Dullstrand, Rel Astra and Ountsy, reporting ship movements there to the captains of Lordship and Brotherhood vessels via *sending* spells. Storm-wizards on this island can also send disruptive weather into the path of enemy ships. Most of the civilian population of Shulof manufactures weapons, mainly arrows and ballista bolts, while others dredge the sea floor in search of catapult stones. Shulof is a way-station for savages and slaves from Hepmonaland; a night spent on dry land prevents attrition due to seasickness. The kesh of Shulof is Uncle **Ikkens** [LE hm A11; hp 37; Int 16; age 47; *eyes of the eagle*], a gray-haired man with a meticulous attention to detail and a long history of working on the sea.

Suka

Suka is little more than a few high-walled wizards' towers near a walled-off port. The wizards here all work for the Office of Thralls or Sorcery, and are engaged in the business of making new monsters to use against the Brotherhood's enemies. The compound is built to withstand or redirect attacks from creatures that have gone rogue. Ker **Aval Ren** [LE hm F12; hp 75; Str 18/10, Con 16; age 31; +4 shield] is the kesh, commanding a garrison of seasoned veterans — all at least 3rd-level fighters — trained in fighting weird things.

Taran Maz

This mine produced mediocre gold ores and moderate numbers of gems for many years before the komazar working here broke through into the upper portion of an underground lake, flooding several of the lower caverns. Now the miners check carefully before expanding their tunnels and avoid the creatures that live in the subterranean waters, as some miners have disappeared after wandering near the wet tunnels.

Taree

This small city is the export point for lumber from the Tarlan, home port for many fishing boats, residence for many wizards working on Lof Bosok, and often a temporary zoo for strange creatures being taken to or from the island. Its people are used to unusual sights. Kesh Kro **Danvirius** [LE hm W12 (enchanter); hp 26; Int 16, Cha 15; age 50] always carries an assortment of spells capable of incapacitating strange monsters, in case one breaks free.

Turashar

The first Hepmonaland town to be founded by the modern Scarlet Brotherhood, Turashar is a busy place that ships people and goods into and out of Hepmonaland. Much of the work force is made up of people of Zar with working knowledge of Ancient Suel. The nearby vegetation has been cleared and many round wooden and stone buildings have been built to house the natives and visitors from the Brotherhood, with a large stone wall acting as a defensive barrier against wandering predators and potential invaders. Sister **Leara** [LE hf Mon12; hp 51; age 39;



Kro Terlep

One inch is equal to 800 feet

necklace of missiles] is the keshkal for all of the Brotherhood's activities in Hepmonaland; she is directly served by Ker Noli [LE hm Mon7; hp 35; Cha 17; age 24], kesh of Turashar.

Turazo

The port town of Turazo is surrounded by bright white sand that sparkles like sugar. It is a secondary means of accessing Hepmonaland for the Brotherhood, and the exit point for most traffic heading into the Azure Sea. Large amounts of timber and other emergency supplies are stockpiled here for use in repairing or salvaging ships. Less developed and fortified than Turashar, Turazo is encircled by a deep ditch filled with water and thorn-laden jungle plants; the town can be reached from the land across two large wooden bridges, each carefully balanced with weights to allow it to be tilted upward. Brother Obers [LE hm Mon8; hp 59; Con 18; age 24] is the kesh of this town, and also reports to Sister Leara.

Volanzi

Fully stocked with lumber from the Tarlan, this minor port builds small ships and can repair almost any sort of damage. The waterway to the docks is blocked with sunken debris to prevent besiegement, with only a single straight path allowing safe access; ships that are too damaged to maneuver are towed into port. The kesh of Volanzi is Cousin Kiwil [NE hm T11; hp 31; Int 16; age 36; leather armor +1], commonly called "the Sage" for his knowledge of every rock, reef and current between here and the Amedio shore.

Xia Ulos

This little town is named for the tiny flecks of red clay that color its topsoil. It is a redundant port, as most traffic goes to Ekul or Car Ulos. However, some ships are too damaged to make it to one of those ports, or are towing a captured ship and therefore require a closer destination. Xia Ulos relies on farming, fishing, and the occasional ship-salvage. The kesh is Uncle Chekar [LE hm A4; hp 18; age 21].



Geographical Features

Baldeen River

Named for the numerous green nonprecious stones that line its bottom, the Baldeen is a gentle and broad river, easily waded in most locations.

Bay of Renho

This bay is best known for the numbers of dolphins visible here. Some suspect the dolphins visit a secret underwater city, or perhaps a secondary home of the wizard Drawmij. As Drawmij is displeased with the Brotherhood's blockade across the Densac Gulf, he may be spying on them from this location.

Bay of Runat

This shallow bay has been seeded with small aquatic monsters and physical barriers to deter invasions. It has an unpleasant smell due to thick mats of algae, which also hinder ships.

Bilka River

This river is often choked with remnants of trees from the Tarlan — casualties of the logging in Ris. The vegetation has given the river animals plenty of places to hide and spawn, and so fish are plentiful.

Gov River

The bed of this river is made up of particulate matter and other debris from the Spine Ridge, resulting in a sluggish, dark flow toward the Vast Swamp. Strange creatures from the swamp occasionally work their way upstream and wander about the hills.

Kevelli's Bay

The widest bay of the northern Tilvanot, Kevelli's Bay is patrolled by a large number of Brotherhood ships. Shallow and oddly cold, the bay is home to at least one hundred kapoacinth that have been coerced, bribed or enchanted into service by the Brotherhood.

Kurg River

The Kurg is a silty, fast-flowing deep river. It carries traffic from villages and mines down to Kevelli's Bay and into the Azure Sea, although it doesn't mix with the salty ocean for nearly a mile, painting a dark stripe on the blue-gray ocean. The silt quickly settles out of the river water if it is placed in a container, rendering it drinkable.

Lakav River

The Lakav is a fast-moving narrow tributary to the Kurg. It runs nearly straight for miles at a time and has carved itself a small canyon for most of its length. The remnants of ancient Flan settlements can still be seen in the walls of the canyon, although the inhabitants left their cliffside homes long before the Suel arrived in this region.

Lof Bosok

This island is the trial hunting-grounds for the current experiments of the Brotherhood monster-breeding program. The wizards who create

these creatures live in partially submerged domelike stone buildings to keep safe from their creations. Several different breeds of creatures — variant forms of known Oerthly monsters as well as new crossbreeds — roam the island, feasting on the herd animals kept here by the Brotherhood.

Mavatok River

A small tributary to the Tok, this river is strewn with many large stones and forks in many places, rejoining after a short distance.

Murt's Cove

The water in this quiet cove is unusually clear and free of sediment; it is possible on most days to see down 100 feet or more. The only real danger in this particular body of water are the many sea-adapted crystal oozes, although they normally avoid ships in preference to smaller prey.

Okalasna Plateau

Looming nearly a mile and half high, the Plateau of Forever rises above the level of the lowland jungle, serving as a symbol of Suel superiority over the other races of the Flanaess. Composed of red and orange striated rock, the plateau is a dusty windswept place with little workable topsoil and sparse woods; large outcroppings of rock thrust from the elevated landscape. Most of it is used as a training ground for the Brotherhood army. It is largely barren of other living creatures, with the exception of a few species of carrion-eating birds, feral dust-colored dogs and burrowing rodents.

Hundreds of narrow tunnels permeate the plateau, many of which have been expanded for use as escape tunnels. The rock itself is remarkably porous — the tunnels and rock prevent water from accumulating on the surface of the plateau; any water standing after a rainstorm quickly drains away into the depths of the earth, making it difficult to maintain agriculture in this area.

Spine Ridge

The families and children of the Brotherhood's humanoid armies live in scattered settlements along the southwestern area of the Spine Ridge. The northern area near the Vast Swamp is home to many kinds of monsters which regular Brotherhood patrols (normally small divisions of the humanoid armies) have forced from their original homes. The monster habitats of the northern reaches are a proving ground for young citizens in search of danger and adventure.

Like the plateau, the Spine Ridge is porous and riddled with natural caverns of varying sizes, with larger ones more common deeper beneath the surface. Brotherhood sages theorize that these caverns form a single network linking the Vast Swamp to the plateau, although none have dared explore deep enough to verify this.

Tanya River

The Tanya issues from a series of caves at the base of the Okalasna Plateau. Its banks are striped with mineral deposits of many colors. The minerals make the river unpalatable to most humans, although plants irrigated by the Tanya suffer no ill effects and are not harmful to eat.

Tarlan Forest

Although this place is largely seen as a source of wood — both common and exotic — it is also the home of some transplanted bredthralls, namely a clan of su-monkeys. The Office of Thralls keeps careful track of these creatures and disposes of any that stray from their inbred programming. The Tarlan is a natural forest, unlike the mass plantings the Brotherhood established over the lowlands; the trees from this place are much older than those elsewhere on the peninsula. They are also better able to replenish themselves due to natural propagation methods, so the Brotherhood logs the Tarlan instead of its artificial forests. The Tarlan is ringed by a mile-wide clear area, limiting the number of fauna that migrate into or out of the forest.

Tok River

The Tok is a clear river of moderate breadth and sufficient depth to handle barges or medium-sized boats. Large trees fringe its banks, and they are used to anchor watercraft that require loading or unloading.

Thurg River

The Thurg is a river of reasonable size, only seeming small in comparison to the Kurg. It is kept clear of debris so that small military ships from Nortown can easily make it down to the Kurg and on to Rashu.

Thurgiru River

The Thurgiru is little more than a stream for most of its length. It goes dry for at least two months of the year.

Tilva Strait

The Tilva strait is now blockaded by a mixed fleet of Brotherhood and Lordship vessels. Any ship wishing to make its way through the strait must either fight or pay heavy tariffs to the enemy fleets for an escort. Few pirates remain in this area, as most have been killed or driven off by the Brotherhood; those who remain hide in the western archipelago of Hepmonaland, only occasionally raiding northward. The Brotherhood also seeds the strait with *charmed* sea monsters, which adds to the danger of the shark-infested waters. These actions have largely closed down aquatic trade between the central and the eastern Flanaess, forcing the development of more overland routes. Some nations send large escorts with their cargo ships, preferring to fight, but that is an expensive option; others plan expeditions around the south end of Hepmonaland, following the Rel Astran caravel that recently showed such circumnavigation was possible.

Vast Swamp

This mass of wild vegetation and standing water serves as a barrier between Sunndi and beyond it the Kingdom of Ahlissa, and the homeland of the Scarlet Brotherhood. Most avoid it, for it is home to many monsters, especially bullywugs, grung and bonesnappers. Additionally, the lair of the lich Acererak is said to be hidden somewhere in the swamp, and the numerous part-human followers of the demigod Wastri are always a threat. The waters of the northern swamp flow slowly south; since it is bounded to the west, south and east by cliffs, and no rivers flow out of it, the waters must drain into underground chambers, probably forming underground lakes like those near Taran Maz.

Military Installations

Fort Asnar

The soldiers stationed at this fort make shields and simple armor when not actively training for war. This fort is home to almost 500 people.

Fort Calmuden

Like Fort Mori, this place has a few buildings and numerous small artificial caves, with humanoids living in the caves and their human commanders above-ground. The caves can hold 800 humanoid troops but typically house about 600 at any one time.

Fort Car

This two-story fort provides Brotherhood vessels in the Tilva Strait with crew. The soldiers stationed here are trained in general combat as well as seamanship, and some skilled ones are taught the basics of shipbuilding and repair. It can house at least 400 people without crowding.

Fort Dancar

This fort supplies additional soldier-sailors for Brotherhood ships. Built next to Dancardeen's lighthouse, the two are connected via underground tunnels. The fort is home to 300 soldiers.

Fort Elso

Elso is one of the smaller forts on the plateau, with enough barracks space for 250 soldiers. When not training, these soldiers make bows and arrows with material drawn from the Tarlan forest; a small forge produces arrowheads.

Fort Kreg

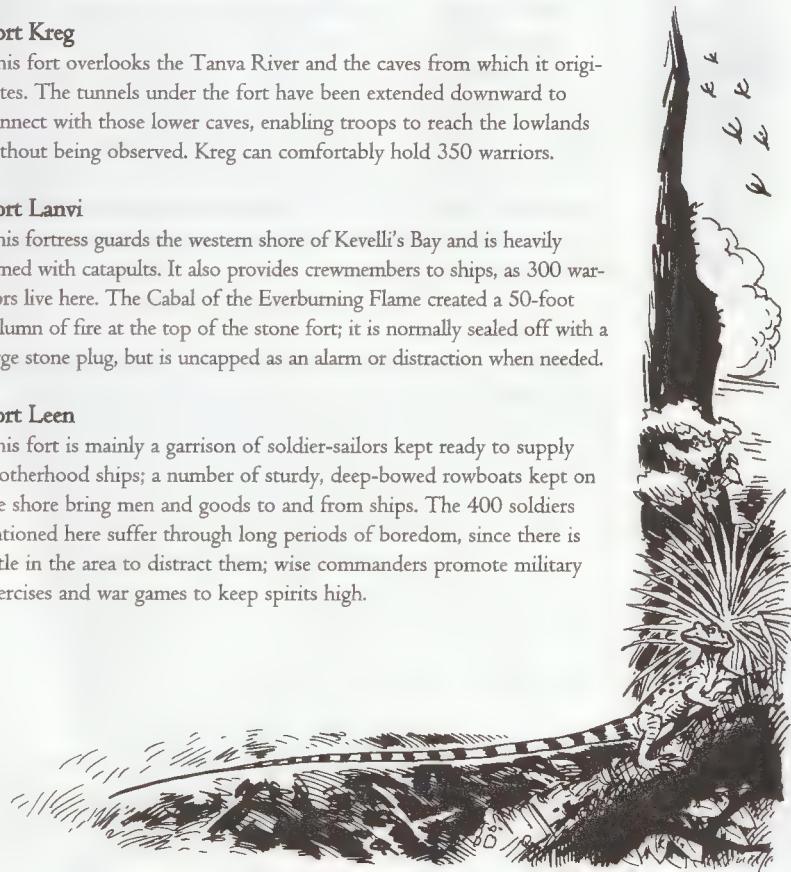
This fort overlooks the Tanya River and the caves from which it originates. The tunnels under the fort have been extended downward to connect with those lower caves, enabling troops to reach the lowlands without being observed. Kreg can comfortably hold 350 warriors.

Fort Lanvi

This fortress guards the western shore of Kevelli's Bay and is heavily armed with catapults. It also provides crewmembers to ships, as 300 warriors live here. The Cabal of the Everburning Flame created a 50-foot column of fire at the top of the stone fort; it is normally sealed off with a large stone plug, but is uncapped as an alarm or distraction when needed.

Fort Leen

This fort is mainly a garrison of soldier-sailors kept ready to supply Brotherhood ships; a number of sturdy, deep-bowed rowboats kept on the shore bring men and goods to and from ships. The 400 soldiers stationed here suffer through long periods of boredom, since there is little in the area to distract them; wise commanders promote military exercises and war games to keep spirits high.





Fort Mat

Built on the northernmost part of the plateau, this fort guards the road that winds from Kro Terlep, up a long set of stone steps carved into the plateau's side, and onto the high land. The road makes several switchbacks within view of the fort, giving the defenders many opportunities to strike at invaders. Concealed spy-tunnels overlook the road in other places. It houses 500 people and is always fully occupied.

Fort Mori

This location only has a few buildings; the humanoid army stationed here lives in a series of small caves dug into the earth. These caves can house over 1,000 humanoid soldiers, although they're generally less than half full.

Fort Osnoth

This fort is actually a group of smaller buildings surrounded by a long fence. Like Fort Car, Fort Osnoth is a source of replacement crew and workers for the Brotherhood navy. Its maximum capacity is 250 occupants. Anyone stationed here considers it a bad assignment because the countryside is boring and the town has little to keep a soldier busy.

Fort Runat

This fort shares the foul smell of the bay it guards. As a result, it is considered a terrible assignment, reserved for the incompetent and lazy. The soldiers here must check on the submerged barriers and feed the algae with spoiled food stores. Nearly 300 live here.

Fort Sten

This fort abuts a narrow strip of shore where small craft can be beached. The soldiers here continually make small scouting runs around this finger, and sometimes receive reports from the enslaved kapoacinth in the bay. A garrison of 300 soldiers and sailors lives here.

Fort Tiru

A large compound with over a dozen buildings, Fort Calmuden has room for more than 1,000 soldiers. The fort also has two working forges, and the people stationed here are trained in weaponsmithing, churning out numerous medium-quality weapons for the savage and humanoid armies.

Fort Ulos

This fort is the smallest on the peninsula, barely capable of housing 100 soldiers. However, these soldiers undergo grueling training in besiegement, stealth and jungle warfare; they are the "special forces" of the common military, and are deployed when a true thief, assassin or monk is unavailable. They are all at least 3rd level.

Notable Sites

The Burned Circle

The Burned Circle is a 40-foot ring of blackened earth in the northeastern section of the Tilvanot peninsula. Within the ring are smaller burned marks that strongly resemble older symbols of four Flan gods — Allitur, Nerull, Olidammara and Pelor. The grass and stones not touched by the burned areas seem to be normal. Priests and devout followers of non-Flan faiths feel sick if they enter the circle, and their skin erupts into painful sores if they spend more than an hour there. Followers of Flan deities heal an extra hit point if they rest within the circle, and gain the effects of a *bless* spell for 24 hours after doing so.

The Scarlet Brotherhood has tried many times to destroy this site, including burning, digging and construction. If harmed, the plants within the circle recover quickly; nearby soil slides into holes, filling them; and objects placed on the circle for longer than 24 hours — including stones, timbers, and other heavy materials — are hurled away by an unknown violent force, often landing over 100 feet away. Eventually the Brotherhood stopped trying and simply posted a sign near the site, warning away any who approach.

Howling Chasm

The noise from this chasm on the south face of the plateau can be heard for miles. Those who enter the cave have been known to vanish for years, only to wander out of the cavern again seemingly unaffected by the passage of time. These lost people return babbling of visions of gibbering demons with gaping maws, shining beings dressed in white, and a smell like burning sugar. Additionally, all of the victims have grown at least four inches, and recognize each other on sight, though they may not remember the context in which they met. A kesh of Sorcery is studying the phenomenon, and his assistants prevent anyone from approaching or disturbing the cave.

The Lone Deklo

This solitary tree is surrounded by an open field 100 yards across. The Lone Deklo is a monstrous example of its kind, 30 feet in diameter and nearly 300 feet tall. Any rival trees that sprout or are planted within its field wither, die and crumble into dust. The Lone Deklo is sentient and is effectively a sage specialized in flora, fauna and astronomical and meteorological phenomena. It can converse in a low whisper similar to the sound of wind through branches, and will answer questions if given wizard or druid scrolls or magical potions; it particularly favors potions of fire resistance and sweet water. It otherwise wishes to be left alone and will use its ability to wither (as a staff of withering, except that it may affect any creature within its open field) and its magical abilities (as a 15th-level priest of Obad-Hai) on those who disturb it.

Temple of the Prophet

Hidden in the middle of the Vast Swamp is a bizarre collection of huts and rocks surrounding a stone ruin half-buried in the water. Home to bullywugs, grung and other amphibious creatures, the ruin is also a base of power for the demigod Wastri, Hammer of Demihumans. Here the

The Scarlet Brotherhood

Hopping Prophet preaches to his subjects and works them into a frothing rage about the evils of dwarves, elves, gnomes and halflings. Any humans who come to him are dragged into the sunken ruin and emerge changed, with their features growing toadlike over the next few months, sometimes gaining appropriate magical powers. His most humanlike followers are sent out into the world to preach and convert.

People who enter Wastri's territory are quickly captured by his followers and taken to the temple; those who will not worship him are devoured by giant toads raised by the other inhabitants. Demihumans are normally impaled by the demigod or his followers.

All amphibious creatures, including altered humans, regenerate one hit point per turn when within one mile of the ruin and gain +1 to all saves when within sight of it. Wastri's current high priest is **Baranabas** [LN hm W7/P13 (Wastri); hp 40; Int 15, Dex 15; age 40; amulet of the batrachian], a hunched man with an especially toadlike face. He does not allow anyone to enter the ruin while his master is away.

Ziggurat of Black

This strange place appears to be a tower of stacked black-metal disks, each five feet high and smaller than the one below it. 75 feet across at the base and 40 feet tall, it is surrounded by an odd time-inverting effect — within a 100-foot-diameter hemisphere of the tower, it is the opposite time of day as the land beyond the hemisphere. In other words, if it is late afternoon outside the hemisphere, near the Ziggurat it is approaching dawn. Also, the sun and moon are switched within this zone, so when it is high noon outside, the darkened area has the moon directly overhead. This effect is no illusion — undead and other creatures affected by sunlight are harmed when the hemisphere is in daylight, and creatures and spells enhanced by night work normally when the hemisphere is dark.

The Ziggurat itself is pitted and tarnished as if from great age. It is terribly cold to the touch, capable of peeling off bare skin on even the warmest days. Scrying and sounding have determined that there is a hollow space within the object, but no entrances have been discovered and no wizards have volunteered to teleport blindly into it. Those who spend too much time near it experience blurred vision and terrible nightmares about spiraling downward into blackness. The Scarlet Brotherhood believes the Ziggurat may be connected to Tharizdun and are trying to learn more about it.

WEATHER OF THE TILVANOT PENINSULA

The Tilvanot peninsula is at the conflux of two major wind currents, one from the Pearl Sea heading northeast and one from the Oljatt Sea heading west. These two winds mix and cool the peninsula with mild to medium breezes almost every day, one of the reasons that it is cooler than its tropical neighbors. The combined weather patterns also tend to sustain a high bank of thin clouds over the Brotherhood homeland, giving it a hazy or misty appearance. The Office of Sorcery has established limited weather-control spells over all cities and towns; these spells divert the worst of the weather away from the actual city, downgrading a thunderstorm to a heavy rain and a heavy rain to a light rain. The surrounding area tends to get slightly more precipitation, but it is normally not significant enough to warrant changing the category of the weather.

Other weather effects for the region are as follows:

Tilvanot Weather Tables

Roll 1d12 for sky, temperature, and precipitation.

Sky: clear 1-2 / pc 3-6 / overcast 7-12*

Temp.: cool 1-2 / warm 3-9 / hot 10-12**

Prec.: no 1-8 / yes 9-12

* -2 in low and high summer

** +1 in high and low summer, +2 in spring

Precipitation

1d12	Cool	Warm	Hot
1	heavy fog	light fog	light fog
2	light fog	drizzle	drizzle
3	light fog	drizzle	drizzle
4	drizzle	drizzle	light rain
5	light rain	light rain	light rain
6	light rain	light rain	light rain
7	light rain	light rain	heavy rain
8	light rain	light rain	heavy rain
9	light rain	light rain	heavy rain
10	light rain	light rain	heavy rain
11	heavy rain	heavy rain	thunderstorm
12	heavy rain	heavy rain	thunderstorm

INTERESTING NPCs

This section provides DMs with ready-to-use nonplayer characters (NPCs) of the Scarlet Brotherhood. They are identified as operating from specific locations, but the details have been left open enough to allow the DM to place the NPC in any similar location.

Kelson

Kelson is a white-haired man in his thirties who lives in the City of Greyhawk. Pretending to be a wealthy Almorian cloth merchant whose business was destroyed by the Great Kingdom during the Greyhawk Wars, he has now "retired" in the city and lives a comfortable life from his home in the Garden Quarter. He is very social and attends many public gatherings, always making it a point to talk to people of all stations.

Secretly, Kelson is a 7th-level assassin of the Scarlet Brotherhood. The cellars of his home are a safehouse for Brotherhood agents. At any time there are 1d4 agents staying temporarily. They may never remain for more than two days, and always leave under the cover of darkness or when they can blend with passing crowds. Kelson doesn't allow the disposal of bodies at his home.

Kelson is smooth-tongued and cordial, but professes humility when asked about his wealth or his home. He has a soft spot for red-headed women (it reminds him of a woman he once spent time with back home), but does not allow this to threaten his cover identity or the safehouse.

Kelson, hm A7: AC 5 (leather armor, shield, Dex bonus); MV 12; hp 28; THAC0 17; #AT 1; Dmg 1d6 (short sword) or 1d4+1 (dagger); SA backstab × 3, assassination, poison, thief skills; SD disguise; SZ M (5'7" tall); ML elite (14); Str 12 Dex 16 Con 14 Int 14 Wis 12 Cha 13; AL LE; XP 3000.

Personality: friendly, scrupulous.

Special Equipment: dagger +1, potion of glibness, poison (types A & G).

Thief Abilities: PP 15, OL 90, FRT 5, MS 45, HIS 45, DN 30, CW 75.

Note: Kelson normally carries only his dagger with him, but will wear his armor and other weapons if he expects trouble. He carries poison only if he needs to eliminate a potential threat to his safehouse.

Ellinka

Ellinka is a stunning woman with light blonde hair and green eyes. Claiming to be an orphan from Cryllor who escaped a life of abuse, she has worked herself into a prominent position in the largest thieves' guild in Niole Dra. Her thieving skills have made her very popular with the guild, especially as she always picks up extra items from her jobs and distributes them to the other guild members. The head of the thieves' guild, a brooding man named Evon, trusts her implicitly, as she has shown no desire to oust him from his position. He uses her to recruit new members into the guild as well as to steal thieves from smaller guilds. Many of the younger guild members consider her a mother-figure, even though she is only a few years older than they are; the others are secretly in love

Kelson



Ellinka



Maxwul



Rodus

with her, although she feigns ignorance of this.

Ellinka is a thief trained in Hesuel Ilshar and schooled in Keolandish customs by Brotherhood spies. Her mission is to maintain friendly relations with the guild and see that it remains the most influential criminal organization in the capital and thus the kingdom. She also acts as an information nexus for other Brotherhood agents passing through the city. She has a small apartment in a middle-class portion of the city, but rarely stays there, letting "friends" from out of town use the place while she stays at the guildhouse.

Ellinka is quick to smile or offer aid to another guildmember, but maintains a certain distance between herself and her associates. She has had to kill at least one person who tried to investigate her background, and does not want to do it again, although she will not hesitate to do so if necessary.

Ellinka, hf T4: AC 5 (leather armor, Dex bonus); MV 12; hp 15; THAC0 19; #AT 1; Dmg 1d6 (short sword) or 1d4 (dagger); SA backstab × 2, thief skills; SZ M (5'4" tall); ML elite (13); Str 9 Dex 17 Con 10 Int 13 Wis 10 Cha 17; AL CN; XP 270.

Personality: compassionate, generous.

Special Equipment: ring of feather falling, thieves' tools.

Thief Abilities: PP 20, OL 80, FRT 5, MS 40, HIS 45, DN 15, CW 80.

Note: Ellinka avoids combat if she is outnumbered or doing a job, preferring to use her ring of feather falling to make a quick escape.

The Scarlet Brotherhood

Maxwul

Maxwul is a tall, gangly man of indeterminate age. He is a merchant of rare furniture, old books and jewelry, and has been running a shop in Rel Mord for ten years. He is gruff, straightforward and intolerant of fools and bumbler. Above the exit of his shop hangs an old holy symbol of Xerbo made of beaten brass; he claims no religious affiliation and explains that the item is merely an antique. He is always willing to listen to someone who has old tomes or pieces of jewelry for sale, but his patience wears thin quickly if the items are fakes or greatly damaged. He also translates documents for a suitable fee.

Maxwul is a Brotherhood assassin renowned in his homeland for his ability to go undercover for long periods. Very few people outside the high offices of Diplomacy know his current whereabouts. His mission in Nyrond is to report on the political and social climate of the nation, as well as to send back any choice items he discovers. Maxwul speaks, reads and writes common, Ancient Suel, Nyronde, Flan, Old Oeridian and Lendorian; he is an expert on codes of all sorts. Those languages and codes he does not know can be translated by the spells in his *ring*.

Maxwul does not interact socially with anyone on a regular basis — in his heart of hearts, he hates just about everyone. He visits local taverns once or twice a week for a drink or two in order to hear gossip, but never drinks enough to affect his perception. He enjoys fast horses and sometimes pays to ride examples of new breeds, or exemplary horses of established breeds, to test their speed.

Maxwul, hm A12: AC 8 (leather armor); MV 12; hp 41; THAC0 15; #AT 1; Dmg 1d6 (long sword) or 1d4 (dagger) or 1d4 (crossbow); SA backstab × 4, assassination, poison, thief skills; SD disguise, scroll use; SZ M (6'4" tall); ML steady (11); Str 13 Dex 13 Con 11 Int 17 Wis 15 Cha 10; AL NE; XP 10,000.

Personality: hard-hearted, even-tempered.

Special Equipment: *ring of spell storing* (*comprehend languages* × 3), *winged boots* (18, B), *rope of entanglement*, poison (types D, E, & F).

Thief Abilities: PP 15, OL 90, FRT 5, MS 90, HIS 20, DN 85, CW 60, RL 55.

Note: Maxwul avoids combat if at all possible, using his *winged boots* to get away. If conflict is necessary and he can prepare for it, he wears his armor, paints his skin black and sneaks about with poisoned blade and enchanted *rope*.

Rodus

Rodus is an explorer and scout who has earned a name for himself as a guide for explorers wishing to travel the Crystalmists. Small, sturdy, with a full head of short, stiff hair, Rodus is a quiet man in his late twenties. He has been exploring the mountains of this area for the past year, both alone and with several adventuring parties. His rates are cheap — he asks for a half-share of the nonmagical treasure — and he knows his way around the natural hazards.

Rodus is a cunning monk planted in the western Flanaess to monitor exploration and retrieval of magic items from the Crystalmists and the Sea of Dust. Rodus reports anyone who discovers items from the Suel Imperium to the Brotherhood agent in the nearest town; if it is possible for him to take the item without risk, he steals it and hides it away. Rodus enters combat when his escorted group is attacked, although his method is to distract and hinder his attackers until his employers can rescue him. He has an agreement with one tribe of orcs in the mountains and can call on them to ambush treasure-laden adventurers when he guides them through the orc territory. He has secretly killed entire parties in their sleep and hidden the bodies.

Rodus is quiet and contemplative, preferring to listen to the conversations of his employers than to direct them. He is also an excellent storyteller (if asked about his experiences) and can play the pan-pipes.

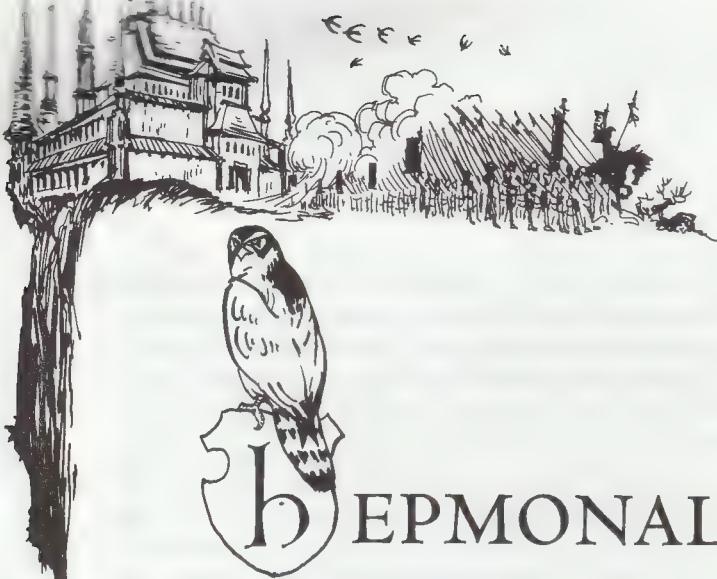
Rodus, hm Mon6: AC 4 (monk skill, Dex bonus); MV 15; hp 42; THAC0 18; #AT 1 or 1 or 3/2; Dmg 1d6+3 (staff) or 1d4+3 (crossbow) or 1d6+1 (open hand); SA stunning attack, killing attack; SD deflect missiles, fall up to 30' safely, thief skills, resist ESP, immune to disease, *haste* and *slow*; SZ M (5'6" tall); ML 13; Str 15 Dex 16 Con 16 Int 12 Wis 10 Cha 11; AL LE; XP 2000.

Personality: tranquil, companionable.

Special Equipment: *ring of regeneration*, *ring of jumping*, *wand of illumination* (31 charges).

Thief Abilities: FT 5, MS 40, HIS 40, DN 40, CW 60.

Note: If with a group and under the guise of a guide, Rodus uses his *ring of jumping* and his staff to dodge and parry attacks until his companions rescue him. If able to use his monk abilities without risk of discovery he stuns and kills opponents, using open-hand attacks in preference to weapons.



HEPMONALAND

RACES OF HEPMONALAND

Olman

The Olman of Hepmonaland have rich red-brown or dark-brown skin, straight black hair and dark brown eyes. They have high cheekbones and high-bridged noses, although those of more common stock have less definition in these characteristics. Some consider the Olman to be distantly related to the Flan, but there is as of yet little evidence to corroborate this.

Suel

The Suel living in Hepmonaland have changed significantly from their kin in the Flanaess. Most are at least lightly tanned, with some individuals approaching light-skinned Oeridians in coloration. Freckles are common for all skin colors, especially on the face and shoulders. Hair color and texture have remained much the same, with the lighter colors slightly less common than in the Flanaess. Red hair coloring approaches auburn at times. Albinos are the exception to these rules, and this trait still manifests itself regularly in the Hepmonaland Suel.

Touv

The Touv people have dark brown or black skin; blue or brown eyes, with black eyes being rare; and straight or wavy hair. They have rounded facial features and are typically shorter than most people of the Flanaess, with the tallest Touv reaching about 5'10" in height. While most Touv males do not have facial hair, certain subgroups can grow narrow beards from their chins. Women's figures are often rounded and lush.

THE HISTORY OF THE PEOPLES OF HEPMONALAND

As in most places on Oerth, the first human occupants are lost to the mists of time. By two and a half thousand years ago, tribes of Touv wandered the savanna and lower jungles of Hepmonaland, farming small plots and chasing herds of wild cattle. In the deeper jungles to the north, similarly uncivilized tribes of Olman warred with each other and built shrines to their gods, occasionally discovering or destroying a ruin their legends said had been built by a bat-like humanoid race that had left or been exterminated several hundred years before.

Over the next 400 years, the Olman learned to work stone and bronze and built great cities in the heart of the jungles — clearing the

land around them for farming — and raised great temples to honor their deities. Four Olman city-states formed from the original tribes, and all delighted in warring on each other, claiming prisoners as live sacrifices. The northernmost nation, Xuxulieto, was broken by a combined effort of two of its neighbors, and its resources were divided up among the survivors; its capital was abandoned and soon overrun by humanoids.

Meanwhile, the Touv in the south lands collected into larger groups and formed permanent settlements. Though there were a few fights over land and cattle, the majority of the Touv worked amiably with their distant cousins. A charismatic tribal leader named Onatal convinced three of the larger tribes to combine into one, and the agglomerate tribe took great leaps in metallurgy, farming and herding. The remaining tribes quickly joined the large one, and Onatal proclaimed himself King of the Cities. The Kingdom of Kunda was born. The Kundali began to settle a larger and larger area, eventually coming into contact with the martial Olman city-states to the north. Repulsed by the Olman use of human sacrifice and their worship of a serpent god — the primary Touv evil god was Meyanok, a serpent-deity — the Kundali declared war upon the Olman.

The unfamiliarity of the Kundali with the deep jungles hindered their war efforts at first, but in time they learned the ways of the jungle, and their advanced metalworking skills, especially the use of iron, gave them a serious advantage over the Olman. Furthermore, the war to the south did not stop the Olman states from fighting each other, this time about how to deal with the invaders and who should be responsible. The capture and conversion of two of the Olman city-states into yuan-ti communities wounded the Olman morale, and eventually a large number of Olmani migrated to the north end of Hepmonaland and onto the Tilvanot peninsula and Olman Islands, with most settling in the Amedio jungle. The Kundali had little trouble sacking the remaining Olman cities, usually driving the survivors into the wilderness.

These survivors were later discovered by Suel fleeing from the Rain of Colorless Fire. The fair refugees built their own cities in the northlands, normally keeping themselves separate from the other races, but in some cases merging with the Olman or Touv people they discovered. Over the subsequent years, the Suel adapted to their jungle environment and lost most of their original culture and history.

After fortifying its new northern borders, the Kundali returned to their previous existence of learning, herding and building. However,

agents of the Touv snake-god corrupted the prince of one of the cities and caused him to break from the Kingdom. Barely checked resentment burst forth in two other Kunda city-states, and they also seceded. Trouble within the capital prevented the king from acting, and his successor was unable to reunite the states. The Kingdom of Kunda lasted a little over 1200 years.

The snake-priests also destroyed one of the northern cities by a magical famine; even now, the land is cursed and few willingly travel near it. The famine provided a distraction for the city-state of Ichamamna, which had long sought to take over the once Olman yuan-ti city of Xapatlapo. A army of Touv warriors stormed the Xapatlapo, but fell to traps and poison, while yuan-ti turned their friends and family into snake-men, as well.

The most remarkable thing to happen in recent years has been the arrival of fair-skinned visitors from across the sea. The severe storms and dangerous waters around Hepmonaland prevented the natives from developing watercraft beyond small coastline-hugging vessels, and so the arrival of humans from beyond what was considered an impassable barrier caused surprise. Reaction toward the strangers has been largely neutral or positive, with most local nations awaiting indications of the visitors' intent.

HEPMONALAND'S INFLUENCE ON THE FLANESS

Although Hepmonaland is home to many humans and nearly a score of nations, its people have had little exchange with the Flanaess. The Touv people as a whole avoid traveling the sea. The last Olmani to traverse the seas were the men and women who fled to the Amedio a thousand years ago. The Suel who sailed here so long ago forgot their seagoing skills in their war for survival. Furthermore, the Scarlet Brotherhood's presence on the Tilvanot closed off most northward traffic for the past millennium. The people of this land were an especially rare sight in the Flanaess for many years, until the Brotherhood unloaded boats of Olman and Hepmonaland Suel warriors.

Goods from Hepmonaland are much more common. Gems, figurines, ivory, exotic flora and fauna, and rare woods all appear in the cities of the Flanaess, the mysterious origin of these items adding to their value. Most Hepmonaland creatures have trouble adapting to the cooler and drier climates to the north, and so the lives of these transplants are short.

Hepmonaland Runes

air, gas	animal	birth, creation	bounty	building	cattle
dark, night	death	dream	earth, stone	evil	famine
fear, frightening	female	fire	good	hate, enemy	humanoid, demihuman
jungle	leader	light	male	metal	music
ocean	plant	poison	snake, danger	spirit	nightmare
sun	time	trade	travel	war	water



LANGUAGES SPOKEN IN HEPMONALAND

Etlani

Etlani is a hybrid of Olman and Touv that grew out of the Kundali occupation of Cuhuerla. Speakers of Etlani can understand 50% of a speaker of Olman or Touv, and vice versa. The written language is phonetic like Touv, but the spoken form uses long words like Olman. Etlani is spoken only in Cuhuetla, where most also learn Touv.

Olman

The original Olman language has changed little since the great migration fifteen hundred years ago. It is a complex language with long agglomerate words and a written form based largely on pictographs. The true Olman tongue has largely disappeared from Hepmonaland, its children being Tlaman and Etlani, although Olman writings still exist on many ancient sites.

Rasol

Rasol is derived from the ancient Suel, colored with names for flora and fauna borrowed from Olman. It devolved over time as words inappropriate for the jungle were forgotten; similar to certain humanoid languages, many higher concepts are completely absent from Rasol. A speaker of ancient Suel can comprehend about 40% of a speech in Rasol. There are a few written characters for Rasol, mainly runes indicating food, water, creatures and land, but they are not truly a written language; a person familiar with written ancient Suel can recognize these runes as deriving from Suel words, but she can rarely decipher the meanings without magical aid or knowledge of Rasol. It is spoken in Zar, Lerga, Sharba and Sharbakal.

Ralat

Ralat evolved as a result of interactions between speakers of Touv, Olman and Rasol. Limited in scope to barter, weather, directions and money, Ralat has a very simple written form and is the closest thing to a Hepmonaland "common tongue." This language is only used if the speakers have no other language in common.

Tlaman

This is the language spoken by the yuan-ti nations of Hepmonaland. Largely based on Olman, it has been mixed with serpentine terms, and words the snake-headed yuan-ti find hard to pronounce have been altered. The language also includes a few terms from Touv due to the occupation of Ichamanna. A speaker of Olman can understand 75% of what a Tlaman speaker is saying. Written Tlaman is almost identical to written Olman.

Touv

A polyglot of many tribal tongues, Touv is a complex language with many words that mean the same thing. Extensive trade among the Kundali nations keeps the language growing and universally comprehensible, although there are noticeable regional differences. Touv is an easy language to learn in small pieces but difficult to master. Its written lan-

guage is phonetically based. It is spoken in all the former nations of the Kingdom of Kundali still under human control.

Xolasa

Xolasa is essentially Olman mixed with Rasol. Spoken by the tribes of Xolapeqa, Xolasa is largely the harsh syllables of Olman with an occasional incongruous word of Suel derivation. Those who speak Rasol are only 10% likely to understand a speaker of Xolasa. Speakers of Suel might recognize the sounds but not the meanings. Written Xolasa is similar to written Olman.

CALENDAR OF HEPMONALAND

As the continent of Hepmonaland lies entirely within the tropics, its seasonal variances are minor. However, the progress of Luna and Celene across the heavens provide celestial phenomena, and the Touv calendar uses the two moons as the basis for timing events. Luna, called Konola by the Touv, divides the year into thirteen months; the full light of Celene, which the Touv call Koxanag, is not tied to any particular month (its namesake Xanag is a fickle goddess), although the Touv define the year as four of Celene's cycles. As the Touv use thirteen months instead of twelve, their calendar has no direct correspondence to the Flanaess calendar.

The start date for the Touv calendar is the crowning of the first Touv King in Kundanol; this date is year 1 to the Touv, which corresponds to 4108 SD, 3055 OC, 1252 BH, 743 FT, and -763 OR, or approximately 1408 years before 1 CY. Before the uniting of the Touv tribes, several families or priesthoods employed unique calendars, but these alternatives have fallen from usage and been forgotten in the intervening millennia.

The Touv calendar's influence has spread throughout the continent, and even the Suel- and Olman-derived peoples use it or a variant of it, although they have slightly different names for the months and days.

Month Name	Season
Forging	Winter
Birthing	Spring
Thunder	Spring
Storm	Spring
Calving	Low Summer
Weaving	Low Summer
Herding	Low Summer
Mining	High Summer
Fire	High Summer
Harvest	High Summer
Feast	Autumn
Lovers	Autumn
Prayer	Winter

The days are named for the major Touv gods or their areas of influence: Uday, Sunday, Rainday, Lawday, Lifeday, Goldday, Kunday.



Symbols for the Touv Gods

RELIGIONS OF HEPMONALAND

Creation Story of the Touv Pantheon

"This we are told:

"In the early days before the first true people, the Touv, walked the bountiful earth, the world was lonely and had no soul. The green growing things, and the animals that walked, flew or swam, and the gifts of the earth, all lived and grew until Uvot, the spirit of the land's bounty, rose as a great noise from the earth and from all that was on it and in it. He thanked the warm sun for blessing the land, that it might create him, and in giving thanks he awoke Nola, the sun-goddess. Then a gentle rain fell and gave its gift of water to the land. Uvot thanked the storm for its giving, and in doing so he named and shaped Vogan, the blessed rain.

"Nola and Vogan admired each other, the aspect of one complementing the other, both enriching Uvot. With Vogan's help Nola gave birth to Breeka, lady of the beasts and plants. Breeka herself brought forth Katay, the force of inevitable death, rot and rebirth. Uvot blessed Nola and she bore Xanag, the metallic spirit that shines with the fire of her mother. Xanag's beauty enchanted fickle Vogan, and the union of storm and metal brought Kundo, spirit of noise, music and the hardness of building.

"Kundo built two great disks, one for his mother Xanag and one to honor his grandmother, and placed them in the sky so that all would remember Nola's light and beauty when she slept. Katay remarked on

how they spun, and recorded their patterns on a great wheel given to him by Xanag.

"Breeka slept, tired after the strain of birthing Katay. Her birthing pains resonated in her mind and body, and in the darkness was born Meyanok, the diseased serpent. Of all the first spirits, he was the only one not born under Nola's light, and he resented this. He laid three eggs of his own, his lust mating with his anger. These eggs broke open to reveal Vara, the fear in the darkness; Damaran, the vermin that scuttles; and Berna, the hateful vendetta.

"Meyanok sent his young forth to corrupt the elders of his family. Vara visited Breeka, her grandmother, and wracked her with nightmares. Breeka vomited forth the stuff of her dreams, which hid in the spaces between the trees and under the shadows, and the land became a dangerous place at night. Damaran sought out Kundo and infested his home with the crawling and biting things, but fled when confronted.

"Berna was sent to Xanag, but when the fire of metal revealed herself to Berna, the daughter of Meyanok was amazed by her elder's beauty. She realized that she could not hate such a lovely being, and threw herself at Xanag's feet, offering her death in shame at what she had almost done. Xanag took pity on the daughter of the serpent, and gave her a heart of red gold. Berna was transformed from a spirit of hate into one of passion.

"And that is the story of how our great spirits came to be. So it is told, so you have heard."

Details of Touv Powers

The spirits of the Touv pantheon maintain contact with their worshippers through clerics, specialty priests and shamans. There are numerous lesser spirits not detailed here, such as those of individual land features, plants and animals; many shamans learn the ways of the lesser spirits critical to the survival of their people rather than following the more generalized, greater spirits.

In the following entries, priests and shamans are both mentioned, but the Requirements refer to the specialty priests of the greater spirits; shamans always follow the rules from the *Shaman* supplement (TSR #9507, 1995). Note that these beings are true gods and not simply fabricated spirits as described in the *Shaman* supplement, although the shamans interact with these spirits in the normal manner.

Berna, CN demigoddess of passion and forgiveness (formerly of hatred and vendettas)

Berna is the third child of Meyanok the serpent-god and originally a power of dark emotions and unrelenting vengeance. Sent to kill or corrupt Xanag, she instead was awed by the goddess' beauty, and with help was transformed into a less malevolent aspect of herself. She now is the patron of all strong emotions, both positive and negative, as well as the forgiving of wrongs. She is depicted as a Touv woman wearing the skin of a jungle cat, with a bright red-gold heart shining from her chest.

Berna's Priests: The priests of Berna are in tune with the emotions of the people. They help young couples in love find acceptance, work with artists to realize their visions and raise morale during times of strife. They also soothe the wounds of victims and preach acceptance of



new friendships over remembrance of old wrongs. The spells atonement and quest are considered 4th-level spells for Berna's priests.

Requirements: AB Cha 14; AL CN, N; WP club, dagger, javelin, short bow, staff; AR any; RA red metal heart (preferably red gold) worn on the breast; SP All, Animal*, Charm, Combat*, Divination, Elemental (all)*, Guardian, Healing, Necromantic*, Protection*, Sun*, War*; PW 1) empathy (as an *ESP* spell, but for emotions only) or friends, 3) *enthral* or suggestion or prayer, 5) emotion: courage, friendship, happiness, hate or hope, 7) grant a +3 on saving throws to one person for 12 hours, 10) *mass suggestion*, 13) *Berna's blessing* (acts as a *bless* spell and the recipients are +4 on all saves vs. spells from the charm school, affects 1 person per level, lasts 12 hours); TU nil.

* Asterisks indicate minor spheres.

Breeka, N intermediate goddess of living things

Breeka is the daughter of Nola and Vogan — the mixture of rain and sunlight with the earth, producing the animals and plants of the world. Unlike Uvot, who represents the rewards the land gives, Breeka manifests all aspects of nature, helpful, indifferent and harmful. She is a troubled goddess, beset by nightmares, accidental parent to an evil god and many terrible monsters. She is depicted as a middle-aged Touv woman with dark green skin and many worry lines on her face.

Breeka's Priests: Breeka's priests are distant, brooding types, reflecting on their duties to the Touv people and to the natural world. If a settlement must clear land for farming or cattle, the priest of Breeka warns the animals away, transplants important vegetation, or directs the humans to a site that will cause the least amount of disruption. Breeka's clerics can cast any priest spell involving animals or plants, regardless of the spell's sphere.

Requirements: AB Dex 14; AL N; WP atl-atl, dagger, short sword, spear, staff; AR any nonmetal; RA headdress of wooden beads and animal teeth; SP All, Animal, Combat*, Creation*, Divination*, Elemental (earth, water, air), Healing, Plant, Protection*, Sun*, Thought*, Weather*; PW 1) *pass without trace*, normal animals will never initiate combat with the priest, 3) *speak with animals*, 5) *tree or summon insects*, 7) *giant insect or speak with plants*, 10) *pass plant*, 13) *animal summoning III or wall of thorns*; TU nil.

Damaran, NE (N) demigod of vermin and cowardice

Damaran is the god of vermin and other creeping things, as well as the flight-instinct necessary to survival. He unquestioningly obeys his father Meyanok and is easily browbeaten into obedience by his older sister Vara, although he often runs away when confronted by enemies. Damaran is shown as a strong Touv man with a skulking look about him, often accompanied by rats and insects.

Damaran's Priests: The priests and shamans of Damaran are survivors — they know how to find food in the strangest and most disgusting places, and thrive where no one could be expected to live. They serve their communities in times of famine, and often lead the reclusive tribes hidden in the deepest jungles. They can call hordes of vermin on those who anger them, or in service to another.

Requirements: AB Dex 13, Con 14; AL NE, N; WP atl-atl, club, dagger, javelin, short bow, staff; AR any; RA ribbons of black metal on

the arms, neck and legs; SP All, Animal, Combat, Divination*, Elemental (water, earth)*, Guardian*, Healing, Necromantic*, Protection*, Summoning, Sun (rev)*, Travelers, Weather*; PW 1) never attacked by normal vermin, *invisibility to animals*, 3) *speak with animals*, 5) *monster summoning I* (vermin animals only), 7) *giant insect*, 10) *animal growth* (vermin only) or *emotion: fear*, 13) *creeping doom*; TU nil.

Katay, LN lesser god of decay, inevitability, order and time

Born of Breeka without a father, Katay represents the relentless cycle of birth, rot and death in his mother's realm, as well as the time that tugs on all living things. He is the inventor of the Touv calendar, and records all events upon the metallic wheel given to him by Xanag. Katay is shown as an elderly man with youthful eyes, wearing a decaying animal pelt and carrying a great copper disk inscribed with Touv runes.

Katay's Priests: Katay's priests are the record keepers of the Touv people, recording births, deaths, great events and weather phenomena for later study. They preside over births and funerals, and uphold the laws of the people.

Requirements: AB Int 14; AL LN; WP chakram, dagger, short bow, spear, staff; AR any; RA old animal pelts and a copper disk on a chain; SP All, Charm, Divination*, Elemental*, Guardian*, Healing, Law, Necromantic, Protection*, Time; PW 1) *know time* (spell from Tome of Magic [TSR #2121, 1991]) at will, *purify/putrefy food & drink*, 3) *withdraw*, 5) *feign death or speak with dead*, 7) *free action* (constant, on priest), 10) *time pool* (Tome of Magic spell), 13) *slay living* (reverse of *raise dead*), 15) *wither* (reverse of *regenerate*); TU turn.

Kundo, LG lesser god of building, noise, music, and defense

Kundo is the union of storm and metal — an assault upon the ears and protective shelter. He is a guardian god, loud and boisterous, obsessed with building and construction. Depictions of Kundo show him as a laughing Touv man bearing a great shield on one arm and a cluster of saplings under the other.

Kundo's Priests: The priests and shamans of Kundo build shelters for the poor, teach traditional songs, and strive to protect the people from the dangers of the world. They see themselves as protectors of the weak, and a priest of Kundo will go to great lengths to save those in danger.

Requirements: AB Con 15; AL LG, NG; WP atl-atl, chakram, short bow, short sword, staff; AR any (shield required); RA ornate but functional shield or breastplate; SP All, Charm*, Combat*, Divination*, Elemental (earth), Guardian, Healing, Necromantic*, Protection, Wards; PW 1) +2 to AC, 3) *barkskin*, 5) *magical vestment or protection from normal missiles*, 7) *protection from evil 10' radius* or *Leomund's secure shelter*, 10) *wall of force*, 13) *blade barrier*; TU turn.

Meyanok, NE (CE) lesser god of serpents, poison, discord, darkness, and famine

Meyanok, born of darkness and pain, is the progenitor of all other evil gods of the Touv pantheon. He seeks to corrupt the rest of his family and control or destroy their servants, preferring subterfuge to overt action since he is outnumbered. He is always shown as a serpent coiled around a skull.

Meyanok's Priests: Priests and shamans of the serpent god are reclusive and don't often deal with strangers, at least not openly. They work through agents, many of whom are charmed, to disrupt civilization and harm the worshippers of other gods, and have been known to make human sacrifices.

Requirements: AB Wis 13; AL NE, CE; WP atl-atl, dagger, hand axe, javelin, short bow, short sword; AR any; RA snakeskin headdress or cloak; SP All, Animal*, Charm, Combat, Creation*, Divination, Elemental (all)*, Guardian*, Healing, Plant*, Protection*, Summoning, Sun (rev)*; PW 1) *snake charm*, immune to snake venom, 3) *darkness* (reverse of *light*) or *snakeskin* (variant of *barkskin*); 5) *snakes to sticks* (reverse of *sticks to snakes*), 7) *poison* (reverse of *neutralize poison*), 10) *confusion*, 13) *defoliate* (listed in *Wizard's Spell Compendium Volume I* [TSR #2165, 1996]); TU command.

Nola, NG intermediate goddess of the sun

Nola is the first being created by Uvot. She represents the life-giving power of sunlight and its ability to reveal things hidden in the dark. A nurturing deity, she abhors deadly cold and those who destroy things before they have a chance to come to fruition. She is pictured as a Touv woman of serene beauty, her head surrounded by a corona of flame.

Nola's Priests: Priests and shamans of Nola are concerned with the growth and development of living things, especially children.

Adventuring priests often see themselves in a parental role, watching over their adventuring companions and seeing to their maturation.

Requirements: AB Cha 13; AL NG, LG; WP atl-atl, dagger, hand axe, javelin, short bow, spear; AR any; RA headdress and collar of copper and gold; SP All, Charm*, Divination, Elemental (fire, air), Guardian*, Healing, Necromantic*, Protection*, Sun, Weather*; PW 1) *endure heat*, 3) *flame blade*, 5) *dispel magic*, 7) *detect lie*, 10) *flame strike*, 13) *animate object*; TU turn.

Uvot, NG greater god of prosperity

Uvot is the creator and leader of the Touv pantheon. He personifies the bounty of the land and the prosperity to be gained by utilizing its gifts. He is the antithesis of destruction, and his priests are never allowed to use spells that cause wanton destruction. He is normally portrayed as a Touv child surrounded by fruits, grains and crafted items, or as a giant Touv man carrying these items in his arms.

Uvot's Priests: Priests and shamans of Uvot are resourceful individuals who use their talents and knowledge to help their people prosper. They teach medicine, bless marriages, and give advice on crops, finding water, hunting and utilizing available resources. Their advice is not always asked for but it is almost always right.

Requirements: AB Int 14; AL N, NG, LG; WP atl-atl, club, dagger, hand axe, scythe, short bow, sickle, staff; AR any nonmetal; RA fine animal skins and cloth garments; SP All, Animal*, Creation, Divination, Elemental*, Guardian, Healing, Necromantic, Plant*, Protection*, Sun*, Weather*; PW 1) *locate animals or plants* 2 X/day, 3) *goodberry*, 5) *plant growth*, 7) *blessed abundance* (*Tome Of Magic* spell), 10) *commune with nature*, 13) *heroes' feast*; TU nil.

Vara, NE (LE) demigoddess of nightmares and fear

Vara is the first child of the evil spirit Meyanok, and she considers herself superior to her siblings. She uses her birth-status and her powers to get them to do her bidding. Vara shares her father's hatred of the other great spirits of the Touv pantheon, and relishes the opportunity to twist their minds. She prefers to be depicted as a Touv woman with stars in her hair and red eyes.

Vara's Priests: The priests and shamans of Vara rule through fear and oppression. Those who follow them willingly are people who enjoy making the lives of others miserable. They are tyrants or bullies, often acting as the enforcement agents of a cruel leader. They may pray for illusion/phantasm spells from the wizard lists as if the spell were 2 levels higher (phantasmal force is 3rd level, for example).

Requirements: AB Int 13; AL NE, LE; WP atl-atl, club, dagger, javelin, short sword; AR any nonmetal; RA necklace of mummified animal feet; SP All, Charm, Combat*, Divination*, Elemental (All)*, Guardian*, Healing, Necromantic*, Plant*, Protection*, Sun (rev)*, Weather*; PW 1) *cause fear* (reverse of *remove fear* or *sleep*, 3) *scare*, 5) *cloak of fear* (reverse of *cloak of bravery*) or *phantasmal killer*, 7) *nightmare* (reverse of *dream*), 10) *eyebite*, 13) *symbol of hopelessness or pain*; TU command.

Vogan, CG (N) intermediate god of weather and storms

Vogan is the temperamental Touv god of rain, storms and water, and the need of living things for moisture. He is worshipped to bring necessary rains and to stave off the worst storms. He is shown as a Touv man with laughing eyes and hair made of cascading water.

Vogan's Priests: Vogan's holy men clean befouled streams and ponds, discover sources of clean water, and arrange marriages between families, clans and tribes — the god's roving eye and wandering nature is mirrored by his priests, who note which people might be good matches. His clerics may cast any priest spell involving air or water, regardless of the spell's sphere.

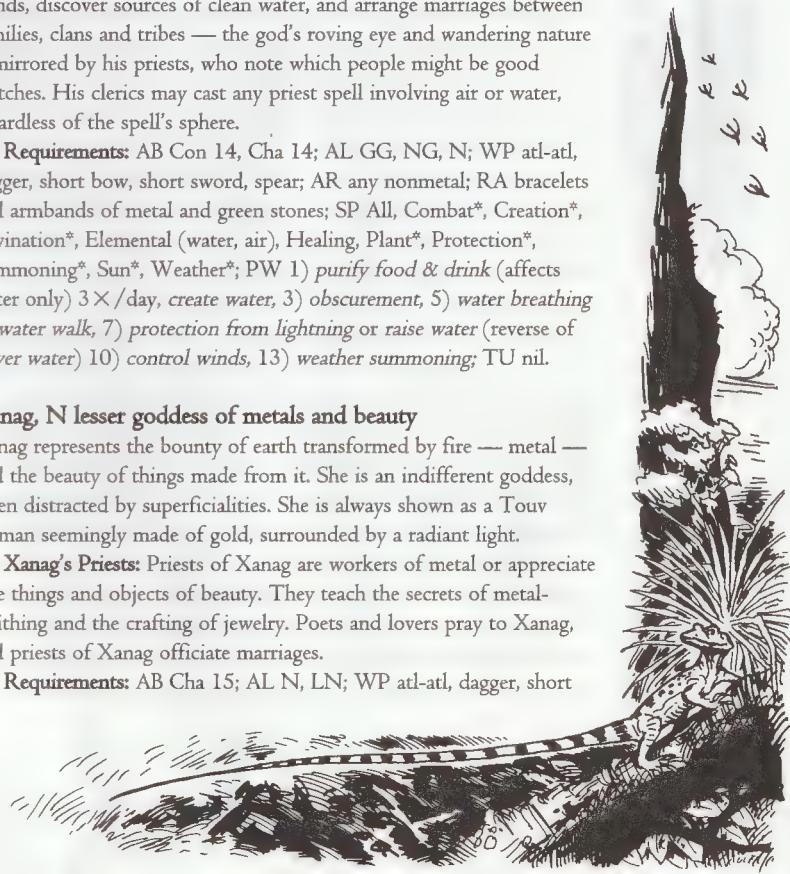
Requirements: AB Con 14, Cha 14; AL GG, NG, N; WP atl-atl, dagger, short bow, short sword, spear; AR any nonmetal; RA bracelets and armbands of metal and green stones; SP All, Combat*, Creation*, Divination*, Elemental (water, air), Healing, Plant*, Protection*, Summoning*, Sun*, Weather*; PW 1) *purify food & drink* (affects water only) 3 X/day, 3) *create water*, 5) *water breathing* or *water walk*, 7) *protection from lightning* or *raise water* (reverse of *lower water*), 10) *control winds*, 13) *weather summoning*; TU nil.

Xanag, N lesser goddess of metals and beauty

Xanag represents the bounty of earth transformed by fire — metal — and the beauty of things made from it. She is an indifferent goddess, often distracted by superficialities. She is always shown as a Touv woman seemingly made of gold, surrounded by a radiant light.

Xanag's Priests: Priests of Xanag are workers of metal or appreciate fine things and objects of beauty. They teach the secrets of metal-smithing and the crafting of jewelry. Poets and lovers pray to Xanag, and priests of Xanag officiate marriages.

Requirements: AB Cha 15; AL N, LN; WP atl-atl, dagger, short





sword, spear; AR any metal; RA gold helm that exposes the face but covers the cheekbones; SP All, Charm, Combat, Divination*, Elemental (earth, fire)*, Healing, Protection*, Sun*; PW 1) command, +1 on all saves vs. fire, 3) charm person or mammal or heat metal, 5) magical vestment, 7) priest is immune to lightning, 10) charm monster 2 X / day, 13) symbol of persuasion; TU turn at -1 level.

Details of Olman Powers

The Olman gods are not native to Oerth, having been worshipped first by beings on another prime material plane. At some point around 3000 years ago, these gods discovered Oerth and the Olman people, and revealed themselves as supernatural beings to the primitive Olman. The influence of these gods and their interest in the Olman waxes and wanes over time. The leader of the pantheon on Oerth changes with the beliefs of its worshippers, having been Quetzalcoatl, Camazotz and Tezcatlipoca at different times. These gods were lax in attending the Olman in the past thousand years, but recently are showing a greater interest in their Oerthly worshippers.

Note that these gods are very alien and don't always act in accordance with their alignment. However, they do have strict requirements for their priests, and infractions are punished severely. The following are the Olman gods most commonly worshipped in Hepmonaland.

Camazotz, CE lesser god of bats

Camazotz (or "Zotz") is the Olman god of bats and horrible things that fly at night. He is always shown as a huge bat surrounded by a cloud of normal bats. Like many Olman gods, he has a dual aspect — the ravenous monster that spreads plague and sickness as well as the benign fliers that eat crop-destroying insects. It is possible that Camazotz gained popularity (or notoriety) due to the ancient bat-people who used to live in Hepmonaland.

Camazotz's Priests: The priests of Camazotz delight in terrifying and intimidating others, although they also help relieve the people from blights of insects. They are not above kidnapping and sacrificing political enemies under the cover of darkness.

Requirements: AB Dex 14, Con 14; AL CE, NE; WP atl-atl, dagger, javelin, spear, staff; AR any nonmetal; RA black leather helm decorated with animal teeth; SP All, Animal, Astral, Charm*, Combat, Divination*, Elemental (all)*, Healing*, Necromantic*, Protection, Sun (Rev.), Weather*; PW 1) change self or spook, 3) alter self or darkness 15' radius, 5) infravision or vampiric touch, 7) polymorph into huge bat, 10) insect plague, 13) eyebite; TU command.

Huhueteotl, CE intermediate god of fire and the motion of time

This fearsome-looking god embodies the flow of time and the evil and destructive aspects of fire. He is always shown as a fire-shrouded, armor-clad humanoid with a demonic reptilian head. He demands many sacrifices from his followers and does not hesitate to punish them with bolts of flame when he is displeased.

Huhueteotl's Priests: The priests of the Olman fire-god are warlike, hot-tempered, and inclined to act rather than wait. They excel in rousing violent emotions in soldiers and usually receive positions in the military for this reason.

Requirements: AB Con 15; AL CE; WP atl-atl, dagger, javelin, spear, sword; AR any; RA headdress of red metal and red gems; SP All, Charm, Combat, Divination*, Elemental (fire), Guardian, Healing*, Necromantic*, Protection, Summoning, Sun, Time; PW 1) burning hands, endure heat, 3) flame blade or withdraw, 5) haste or flame walk, 7) emotion: courage or fire shield (warm flames), 10) flame strike, 13) fire seeds, 15) chariot of Sustarre; TU turn.

Mictlanecuhtli, LE greater god of death

Mictlanecuhtli is the god of death and the power of unlife. Normally shown as a tall lich-like being, he is also depicted as a skeletal canine. His worshippers get his attention by sacrificing 50 of their own members during the dark of the moons; these sacrifices then serve the god as undead. Another warlike god, he encourages his followers to send their enemies to be his slaves in the afterlife. His permission is needed before a priest can use raise dead or resurrection.

Mictlanecuhtli's Priests: Grim and cold, the priests of the death god never show mercy to their captured foes, sacrificing them at the first opportunity. They oversee the interment of those who have died in battle and of natural causes.

Requirements: AB Str 12, Con 15; AL NE, N; WP club, dagger, javelin, staff; AR any; RA red metal or jade rod, headdress of red feathers; SP All, Astral, Charm*, Combat, Divination*, Elemental, Healing*, Law*, Necromantic, War; PW 1) chill touch or invisibility to undead, 3) spectral hand or ray of enfeeblement, 5) cause disease (reverse of cure disease) or speak with dead, 7) enervation, 10) slay living (reverse of raise dead), 13) harm (reverse of heal), 15) unholy word (reverse of holy word); TU command.

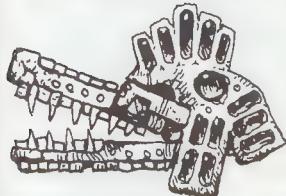
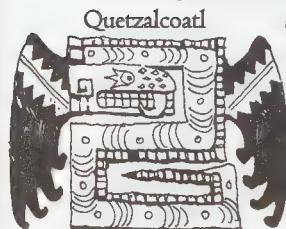
Quetzalcoatl, LN greater god of the air, birds and snakes

Quetzalcoatl is the enigmatic god who has spent the most time leading the Olman gods. He most frequently manifests as a couatl, but can appear in any of a number of bizarre and monstrous forms. He is a patron of the arts and metallurgy and is the least warlike of the Olman powers.

Quetzalcoatl's Priests: The priests of this god are leaders and administrators, promoting the god through political means. They expect their orders to be followed by all non-priests and the younger priests of other gods. They also carve elaborate sculptures and fabricate metal items. They may cast any priest spell that creates or improves metal items, regardless of sphere.

Requirements: AB Int 13, Cha 14; AL LN, LE, LG; WP dagger, javelin, short bow, staff; AR any; RA vest and headdress of green jade or feathers; SP All, Animal, Astral, Charm, Divination, Elemental (air), Guardian*, Healing, Law, Necromantic*, Protection*, Sun*, Thought, Weather*; PW 1) invisibility to animals or detect poison, +2 on proficiency checks involving the arts or metalworking, 3) snake charm or invisibility, 5) fly or wraithform, 7) snakes to sticks (reverse of sticks to snakes) or control temperature 10' radius, 10) control winds or animal summoning II (birds or snakes only), 13) polymorph into couatl (may use their own spells in couatl form), 15) wind walk; TU nil.

Symbols for the Olman Gods



Huhuetotl



Tlaloc

Tezcatlipoca, CE greater god of the sun, moon, night, scheming and betrayals

Tezcatlipoca is another dual-aspect Olman god, ruling over the sun as well as its absence. He and Quetzalcoatl are rivals, and the servants of the jaguar-god never support those of the feathered serpent. He spreads disorder and war, and taught the Olman that wealth equals power.

Tezcatlipoca's Priests:

Like the priests of Quetzalcoatl, Tezcatlipoca's priests are politically active, although they tend to use underhanded methods if straightforward actions are ineffective. His priests sacrifice to him to bring gentle sunlight to crops and parching heat to the crops of their enemies. Every year, they pamper a perfect young male from midsummer to midsummer before sacrificing his heart to their god. They also encourage war with other cities.

Requirements: AB Int 13, Dex 14; AL CE, NE; WP atl-atl, dagger, javelin, short bow, sword; AR any; RA jeweled helm and kilt of golden feathers; SP All, Animal*, Astral, Charm*, Combat, Creation*, Divination, Elemental (fire, air)*, Healing, Necromantic*, Protection, Sun, War; PW 1) dancing lights, light, 3) charm person, ESP, 5) starshine, suggestion, 7) reflecting pool (also works on mirrors), 10) moonbeam, seeming, 13) mislead, speak with monsters, 15) shadow walk or sunray; TU nil.

Tlaloc, LE intermediate god of rain

Tlaloc looks like a black-clad reptilian humanoid with bulging eyes and huge tusks. He requires sacrifices of children every month to grant rain,

and numerous annual sacrifices to encourage a prosperous season. If angered, he smites the crops with blight, cold fronts or rot. He is a relatively peaceful deity, content to rule over his specific domain.

Tlaloc's Priests: In addition to the above sacrifices, Tlaloc's priests pray daily to their god in hopes of retaining his favor. They lord their god's power over the commonfolk and expect gratitude and obedience from any who make their living off the land.

Requirements: AB Con 13; AL LE; WP dagger, javelin, short bow, sword; AR any; RA clothes of all black with a necklace of white feathers, jade or metal; SP All, Animal*, Astral, Combat*, Divination*, Elemental (water), Healing, Plant, Protection*, Weather; PW 1) create water, 3) obscurement, 5) call lightning, 7) ice storm or wall of fog, 10) rainbow or transmute rock to mud, 13) weather summoning; TU nil.

SOCIAL RANKS, STATUS, TITLES AND HONORIFICS OF HEPMONALAND

Olman

The Olman are a fierce, religious people. They prize strength and power, and if you lack those things you are fodder for the war machine or a sacrifice for the bloodthirsty gods. Honorifics convey this philosophy; any of a number of titles referring to combat prowess, the ability to terrorize, and martial skills are appropriate. Often several members of the same family share a title, but they are usually not passed to offspring.

Nobles are often priests, and priests and nobles are the only people worthy of consideration; the greatest warrior must accede to the commands of the weakest priest. There is a complex interaction between the priests and nobles to determine their states relative to each other, both exploiting the commoners for their own purposes and for the pleasure of the gods.

Suel

The savage Suel still retain some vestiges of their ancient culture. Many of the Hepmonaland Suel nobles bear the title of their Imperial ancestors, such as "duke," "countess" and "baroness," although the savages have largely forgotten the original meanings, other than their implications of leadership. Another remnant of their old language is the use of the prefix *ker-* for brave warriors, which they combine with the person's surname; thus Ixepitan becomes Kerixepitan. They also give themselves titles based on their exploits or prowess.

These people technically have two social levels, the leaders and the followers, although the boundaries between the two are flexible as once a year the leader may be challenged in combat for leadership of the tribe. If the challenger wins, he becomes the new leader, assuming the loser's noble title, if any; personal titles such as "the left-handed" or "bear-killer" are not adopted by the winner, nor is the *ker-* prefix, although the old leader loses the *ker* from her name when defeated). Outside of this organization are the tribal priests, who cannot be leaders; the leader must listen to the counsel of the priest and cannot harm the priest if he disagrees. The priests otherwise have no direct power over the tribe, although they can still influence it by applying or denying their abilities to the people.



Touv

Given the great influence that religion had on the shaping of Touv countries, it is not surprising that spiritual qualities are highly valued by their people. Titles such as "insightful" and "wise" are frequently used to connote respect. A deference to elders follows from their respect for wisdom, and being called "old one" or "grandfather" is a compliment.

Warriors who serve with distinction or exceptional bravery receive the title of *bala*, equivalent to knighthood in the Flanaess. Touv nobles bear the title of Lord or Lady, with the ruler being called Prince or Princess. During the days of the Kingdom of Kunda, the ruler of all the Kundali people was called King or Queen; this title is no longer used, even though each of the ruling princes of the Touv nations can be considered King of his nation.

Other titles are granted for great deeds, oaths or commitments; these are handed down to successive generations. For example, Odagan of Kevot is known as the Steward of the Grand Calendar; this title passes down his branch of the noble family of Kevot, and is independent of his status as prince. It is common to mix titles of all sorts, whether hereditary, political or merit-based. Thus, Nyamo of Cuhuetla is Princess for ruling the country, Staunch Defender for the actions of her great-grandmother in the Battle of Bloody Tears against Alocotla, Wise because she has shown great wisdom in leading her people, and General because she commands the soldiers of her land when at war.

The common people are all considered equal, whether farmer, miner, merchant or craftsman; the core belief of the Touv religion is that things change with time and prosperity may come to anyone, so everyone should be respected as at least a potential equal or superior. The nobility work closely with their subjects, and cannot afford to think too highly of themselves, since they might be replaced with other members of the royal family more sympathetic to the public voice.

WEAPONS & ARMOR

The weapons and armor of Hepmonaland demonstrate three cultural influences: the Suel, the Olman and the Touv. Nations with a mix of these races lean toward the majority race in their population. The lizardmen and bullywugs of the Byanbo swamps are primitive and remain cloistered, and the yuan-ti were originally an Olman culture, so their influence on the human population of Hepmonaland is almost negligible. Other humanoids avoid human populations and remain at the Olman level of technology.

Weapons

The Touv have advanced knowledge of ironworking, on a par with the civilized states of the Flanaess. Touv metals are normally ornately engraved, and often have colored enamel set into the engravings. The Olman never mastered ironworking and primarily use bronze; their metal weapons are plain, as the Olman prefer to decorate stone or wood.

The pure Suel-savage nations are almost entirely devoid of iron weapons, since most of the ones they brought with them rusted away long ago and they do not know how to make more. The Hepmonaland Suel rely on weapons of wood, stone and sharpened bone or animal horn, with stone- or bone-tipped spears, bone short bows, stone axes

and stone knives being typical; coastal tribes commonly use *terbutje*, shark teeth lashed to a wooden pole. Rarely does a Suel carry a bronze weapon; in all likelihood such an item was stolen or traded from an Olman tribe. A very few magical iron weapons have survived the wet jungle environment; the leader of the people of Zar is said to carry an enchanted metal spear. In any case, the weapons are rarely decorated, serving a function rather than aesthetic purpose.

The Olman and Suel-Olman nations carry weapons similar to those of the pure Suel, although bronze weapons are common. Short swords, axe heads, spear tips, daggers and arrowheads are made of bronze, if at all possible. Weapons that allow bloodletting are more popular than blunt weapons, due to the sacrificial demands of the old Olman gods. While the blades of their weapons are plain, the handles are typically decorated with feathers, gems, colored stones, leather straps and ribbons; Olman weapons are made to attract the attention of the eye as well as to injure.

The Touv people use a variety of weapons derived from their needs as herders and farmers as well as those learned from living in the jungle. Staves, daggers, axes, short bows, atl-atl (spear-throwers), javelins, spears, short swords and chakram are the most common weapons. Due to the productive mines, iron weapons are commonly available. All items are specially engraved, normally with animals, symbols of strength or fanciful geometric patterns. A chakram is always inscribed with pictures and symbols representing Kundo and Katay. The Touv decorate their weapon-hilts as the Olman do, although they prefer colored threads in intricate weaves to long feathers or straps that might interfere with combat.

The yuan-ti nations resemble the Olman, although those of Ichamamma now use iron weapons instead of copper. The lizardmen and bullywugs use simple wooden and stone weapons.

Armor

The high year-round temperature of Hepmonaland prevents the use of heavier armors such as banded and plate mail. Leather or studded leather is the heaviest armor that can be worn without suffering unduly from the climate, although on hot days even this becomes intolerable; padded or hide armor is too hot to wear most of the year, and quickly becomes infested with mold and vermin. In the cooler parts of the year, simple breastplates or light chain shirts can be worn, but most warriors forego armor to avoid the risk of heatstroke. Arms are normally bare, and a kilt of stiff sections of leather or studded leather is used instead of leggings. Shields are very popular and few warriors go into combat without one. Helmets hold in heat and are rarely used.

The more primitive tribes, especially the Suel, avoid wearing armor altogether, lacking the technology to make it and preferring to be unencumbered. The exceptions are the nations of Sharba and Sharbakal, who use the exoskeletons of their dead giant-insect livestock to make simple chest armor. Their shields are of wood or insect shell.

The Olman tribes wear armor that covers the chest and shoulders but leaves the abdomen bare, since the Olman style of combat requires great flexibility at the waist, which would be hindered by stiff armor. The kilt has longer strips in the front and back, with shorter ones that reach halfway down the thigh on the sides. Their headdresses often use metal



Hepmonaland Olman tribeswoman



Xamaclan woman



Hepmonaland priest of Mictlantecuhtli Amedio Olman tribesman

but provide little protection, serving mainly a ceremonial or intimidation role. Their shields are wood, sometimes reinforced with bands of bronze.

Touv armor is structurally similar to the Olman except that a broad girdle is tied around the waist. The kilt is knee-length all around, often with a metal plate attached in front of the groin. The priests of Kundo wear an ornate breastplate, which never seems to tax their endurance. The shields of the Touv are wood, wood reinforced with iron bands, or wood covered with iron plates.

The yuan-ti have sufficient natural protection and do not need armor, although many use shields. The lizardmen use no armor and carry no shields; the bullywugs scavenge shields if possible, but normally cannot make them for themselves.

ARTS & DESIGN

Clothing

As with armor, it is Hepmonaland's weather that dictates style. Those living in the hotter regions wear little more than a loin cloth or loose clothing that allows ventilation of the skin.

The Suel savages — male and female — wear no more than loin cloths and sometimes simple drapings across the shoulders. They either go barefoot or wear sandals of stiff leather. Some tie fur around their ankles, possibly as a means of disguising their scent or tracks, or perhaps attempting sympathetic magic. Their clothing may be left as-is or dyed to match the earth or trees. Jewelry consists of bones, animal

parts, bright stones and simple metal items. Tattooing and body painting are popular, with spiral and barred-spiral patterns most common.

The Olman fancy elaborate headdresses or open helmets of metal, wood, gems and feathers. They may go barefoot, but most wear sandals or shoes of worked leather. They wear knee-length split garments of loose cloth, often with a loin cloth-like piece of clothing underneath. A shawl-like shirt drapes over the chest and shoulders, decorated with brightly colored stones.

The Touv prefer their heads bare, although men and women tie up their hair with metal or wooden pins or braid it into a thick tail. A loose vest-like shirt protects them from the sun, and short leggings or a loose skirt covers the lower half of the body. They decorate their clothing with bright needlework, and their shoes are made of stiff leather painted with geometric designs. They wear jewelry in their ears, and around their arms and wrists.

The yuan-ti abominations and half-breeds do not wear clothing, but the pure-breeds emulate the Olman style of dress, unless they are of Touv appearance and need to infiltrate Touv lands. All prefer Olman jewelry. The lizardmen and bullywugs do not wear clothing and generally wear few adornments, though at least one bullywug tribe displays extensive tattoos.



Architecture

The Hepmonaland Suel architecture favors domes and onion-like spires. It's rare for them to build from stone, but when they do so, they use stones scavenged from Olman ruins to construct homes strangely reminiscent of those of the ancient Suel Empire or the Tilvanot peninsula. Their tents and other temporary structures are also dome-like, made of hides or woven plant matter draped over frames of bent wood.

All Olman cities are dominated by a large square ziggurat temple-palace; surrounded by smaller square buildings of adobe or stone, the steep-sloped ziggurat is covered with steps and is normally aligned to the four compass directions. While the Olman of today lack the skill to create such large buildings, their permanent and temporary dwellings still follow this square structure.

The Touv prefer open space to enclosed areas, so their buildings are large, with broad support pillars of wood or stone across which lie slabs of stone or wooden slats. Walls are intermittent, allowing air to flow freely. Buildings in areas where harsh storms are frequent are more solid, and are often constructed near small hills or other natural formations that can deflect the force of the wind.

The yuan-ti favor Olman-style architecture, although most of the steps have been replaced by ramps and slides with regularly spaced crossbars to aid those that don't use legs for locomotion. The lizardmen and bullywugs build little more than mud huts.

Art

While the Suel traditionally favor landscapes in their artwork, there is little opportunity or use for such things in the jungle, and the savage Suel instead depict animals and people in their artwork. Carvings are the most common form of art, although outcroppings of stone are used for painting. Their ancestors' attention to detail remains, and they realistically portray their subject matter in a manner unsurpassed by any other art in Hepmonaland.

The Olman also prefer representational works; the things they portray are recognizable but often have strange geometry, and are viewed from unusual perspectives. Mosaics are common, and Olman paintings typically have a mosaic-like mottled look. The Olman make pictures of animals, people, buildings and the stars, frequently incorporating them into images with many levels of meaning.

Touv artwork is very abstract — straight and curved lines, dots, and circles are used instead of more complex forms. People and animals are drawn with minimal strokes. These images adorn their armor, weapons, clothing and most any surface that could be improved by decoration.

Yuan-ti have the same type of artwork as the Olman, with serpentine styles dominating. The lizardmen and bullywugs confine their artistic expression to rock-paintings and rocks and mud plastered together to form totem-images.

MONEY AND NONMAGICAL TREASURES OF HEPMONALAND

The Olman people had an unusual monetary system in that they recorded various denominations by carving notches into round coins, with more notches being a less valuable coin. They had four types each of copper, silver and gold coins, indicated by one, two, three or four notches; they bore the stamp of the nation that minted them, although in recent centuries the coins have become more simple. The notches are not very deep, and detract little from the value of the coins; each uses almost as much metal as a comparable Greyhawk coin. The Olman prize masks, jewelry, beads, idols and figurines of all sorts, and these items made in metal, stone, jade and wood are also commonly exchange items.

The transplanted Suel adopted the Olman method of coinage but retained their peoples' preference for adornments. Abstract or representative works of metal, stone or precious materials are popular treasures, and often used as jewelry — normally in colors contrasting with what is worn — or even body piercings.

Touv money is circular, larger and flatter than coins from the Flanaess. They are stamped with the local prince or nation's coat of arms on one side and representative symbols of Katay's disk of time on the other side. The carvings and jewelry they make depict animals, plants or holy symbols, with human forms being very uncommon.

GLOSSOGRAPHY OF THE STATES OF HEPMONALAND

Although the nations of Hepmonaland claim large areas for themselves, the nature of the jungle and grassy plain is such that it is easy for small groups to go unnoticed within the borders defined by a government. Thus, while the following countries consider themselves the rulers of certain lands, it is common for many small families or tribes to live within that country's border and claim independence. These groups are normally mobile nomads, settling in an area for no more than a month before moving on. Hepmonaland is a large place with many secrets, and there are certainly hundreds of hidden or forgotten tribes living on the jungle continent.

The Touv refer to Hepmonaland as Melavi, "the bountiful place." The Olman and the yuan-ti call it Xamolatatl, "home of the people." The Suel tribes call it Hepmonaland after the young explorer from house Schnai that first came to the jungle continent. For simplicity, this text continues to use the Hepmonaland name, regardless of which nation is being discussed.

Alocotla (ah-low-COAT-lah)

Leader: The Lord of Scales, the Venerable Fang (yuan-ti m, true name unknown; F8/C11)

Capital: Alocotla (pop. 10,000)

Population: 20,000 (?)

Demihumans: None

Humanoids: Yuan-ti, beastmen (300?), bugbears (600?), mongrelmen (500?)

Alignment: NE (CE)

Resources: food, gems (sapphires, jade, turquoise), rare woods

Hepmonaland

Heraldic Symbols of Hepmonaland



Approximately -1100 CY, a century before the great Olman migration into the Amedio jungle, the high priests of the city-states of Alocotla and Xapatlapo made a pact with the god Tlaloc. After a ceremonial sacrifice and the consumption of a thousand infants, all who partook of the grisly feast were reshaped into snake-like forms, with those who consumed the largest portions most changed. These changes bred true, and the ophidian priests continued to rule the two cities, passing the mantle of leadership to their direct descendants. The monsters of Alocotla spread into the countryside, diluting their tainted blood with the remaining humans, eventually drawing all of them into the cold embrace of the serpent-men. The human aspects of the yuan-ti of this nation have Olman traits, while their snake parts are predominantly dark green with red or black patterns.

Although most Olman fled Hepmonaland when the invading Touv proved too strong, those of Alocotla stayed and fought, managing to retain control of much of their original territories. They fought occasional wars against the neighboring city-states, spied on their Xapatlapoan cousins, and seemed mostly content to rule their own lands. Reports claim that the descendants of the original priests have divided into noble families or houses and now vie for control of the ziggurat temple-throne of the city.

With the increased incursions by the Scarlet Brotherhood in the past ten years, Alocotla has been preparing for an eventual conflict by kidnapping and corrupting people of neighboring villages. The Lord of Scales is certain of the Brotherhood's eventual attack, for his people are not Suel and no longer even human.

Anatal (ah-nah-TAHL)

Leader: The Reaper Prince, Ugot (hm, F14)

Capital: Anatal (pop. 1,000)

Population: 12,000

Demihumans: None

Humanoids: beastmen (400?), mongrelmen (500?), tabaxi (1000?)

Alignment: LN

Resources: iron, bronze, gems (sapphires, opals), food, spices

As the Touv swept north to drive out the Olman, they built fortifications to defend their newly conquered lands. The northernmost fort was Anatal, built in -720 CY at the base of the Kyalo hills, at the edge of the jungle close to the sea. After several years of encountering no hostile Olman, prospectors discovered a strong vein of platinum. This caused a huge influx of prospectors and miners into the fort's environs, and in short order the place grew into a small city. While the platinum ran out more quickly than expected, several stable gem mines had been established and kept the city alive, supplemented by trading rare spices and the plentiful food grown in the rich soil. When wandering Suel encountered the city after their flight from the Rain of Colorless Fire, they were welcomed by the Anatali with open arms; the Suel mixed well with the Touv population, although people with atypically light skin make up at least 10% of the citizens of Anatal.

When Jolan seceded from the Kingdom of Kunda in -250 CY, Anatal remained loyal to the Harvest King. The fragmentation of the Kingdom ten years later came as a disappointment to the Anatali, but



they have maintained friendly relations with Kundanol and are cordial with the other city-states. They have increased their patrols near Alocotla, hearing reports that the snake-men are taking people for some dark ritual.

Always a martial nation, Anatal requires two years of service of every adult male and many females; threats from Alocotla and Jolan and attacks from sahuagin make this a necessity. The hostile reaction of the Scarlet Brotherhood when they discovered the mixed-race Anatali has caused the natives to step up their defenses along the shore; the "white demons" have ruined any chance of an alliance.

Byanbo (bee-YAHN-bo)

Leader: The Terrible Firelord, Steam of Dawn, Prince Okadi (hm, F13)

Capital: Byanbo (pop. 9,000)

Population: 22,000

Demihumans: None

Humanoids: gnolls (1000?), wemics (1000?)

Alignment: LN

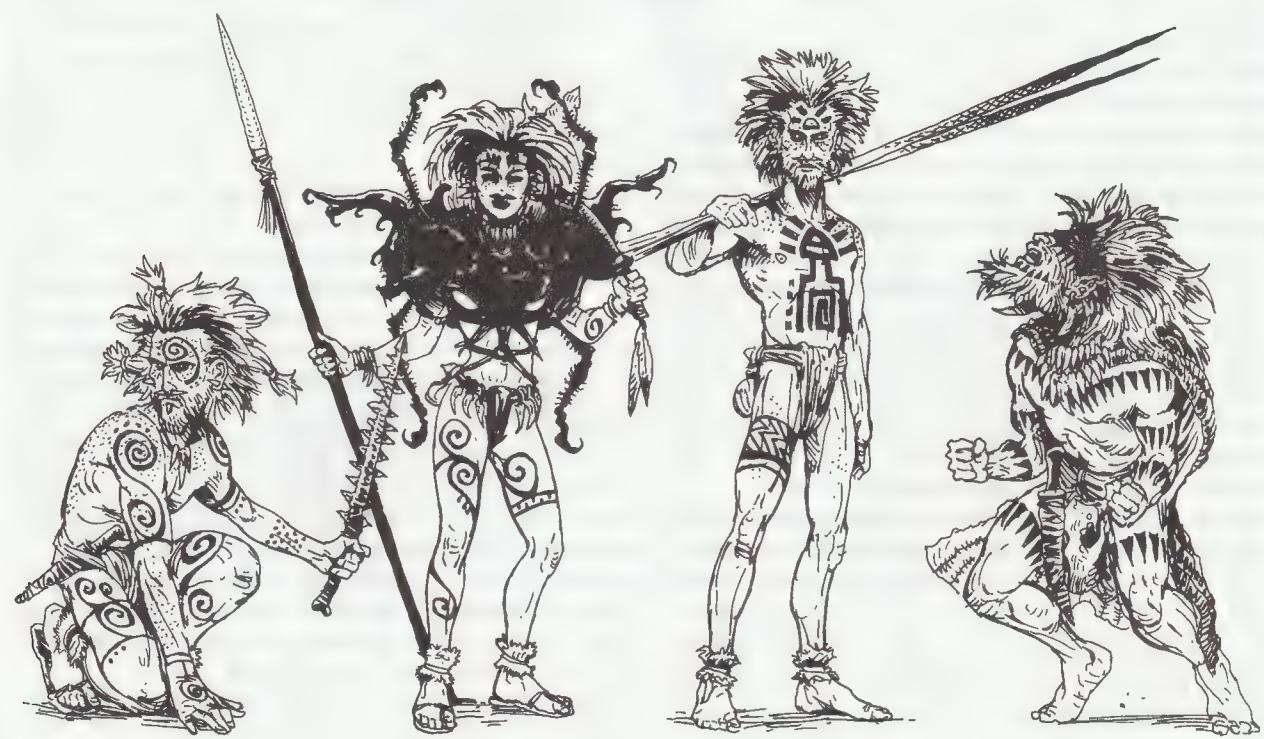
Resources: food, cloth, iron

Byanbo started as a mining settlement at the base of the Ino Hills, and grew to a moderate-sized city with the discovery of extensive iron deposits. Its mineral pools draw crowds for their supposed healing properties, as do its cooler weather and aquatic geysers. While it lives under the threat of two small volcanoes, neither has done more than

sputter and steam since the place was founded. A frequent target of sahuagin attacks, Byanbo has developed an extensive warning system for such occasions. In the later days of the Kunda Kingdom, Kunda responded less frequently to Byanbo's calls for support than Byanbo's prince would have liked. When Jolan and Ichamanna broke from the Kingdom, Byanbo followed, seeing little point in paying tribute to a King who wouldn't aid his own territories.

Byanbo has become a formidable nation in terms of strength of arms. Its iron mines supply excellent steel, purified by the heat of the volcanoes. Crops grow well in the volcanic soil, cattle are strong, and Byanbo exports goods on favorable terms with all its neighbors. It has few wooden ships, mainly cargo vessels; its navy is largely composed of small boats made of woven reeds sealed with tar.

Byanbo polices its borders carefully, but interacts amiably with Vay Nama and Kundaxa; there is still smoldering resentment toward Kundanol for its lack of support, and Kevor is scorned for its weakness against the raiding sahuagin. The Scarlet Brotherhood landed once at the city port and offered gifts to the king; a small group remained behind to study the language and advise the prince. Reports surface from time to time of unusual ships on Byanbo's shores piloted by beings the locals call "The Tall Walkers."



Hepmonaland Suel tribesman

Zar Sharba tribeswoman

Amedio Suel tribesman

Zar Priest of Llerg

Cuhuetla (coo-hoo-ET-lah)

Leader: The Staunch Defender, Wise General, Princess Nyamo (hf, F4/T9)
Capital: Cuhuetla (pop. 1,000)
Population: 12,000
Demihumans: None
Humanoids: beastmen (300?), mongrelmen (300?)
Alignment: LN (LG)
Resources: bronze, food, rare woods

Cuhuetla was one of the last Olman holdouts in Hepmonaland. When its defending warriors were overwhelmed by Touv forces, the city surrendered and was immediately occupied by Touv forces. Generally a benign man, the King of Kunda's edicts to the occupied nation mainly banned worship of the Olman gods and violent acts. Martial law was in effect for two years before the King relaxed his hold, and by that time some of the soldiers had married into Olman families. Embracing the culture of their conquerors, the Olman enjoyed life without the fear of human sacrifice. Today the people appear mostly Olman, although the wavy hair and rounded facial features inherited from the Touv make them stand out from true Olman, as does the darker skin of some individuals.

With the collapse of the Kingdom of Kunda, Cuhuetla found itself stranded among foreign and inhuman neighbors. They declared neutrality and proposed peace with those near them. That position serves them well, despite occasional attacks from Xolapeqa and Alocotla. The Cuhuetlans are largely agrarian, content to grow crops planted within the city limits or in small cleared areas of the forest, and harvest exotic woods, some of which are used for weapons and others for their aesthetic value.

Protected from most naval attacks by the dangerous reefs on their western shore, the Cuhuetlan are not yet threatened by the Scarlet Brotherhood. Recent kidnappings by warriors of Xolapeqa have aggravated Cuhuetla; armed guards watch over the northwestern settlements, and it is expected that the relations between the two states will escalate into war relatively soon.

Ichamamma (ee-chah-MAM-nah)

Leader: Steelteeth, The Scalebender (yuan-ti m, true name unknown; F11)
Capital: Ichamamma (pop. 3,000)
Population: 9,000
Demihumans: None
Humanoids: yuan-ti, bugbears (1000?), tasloi (1000?)
Alignment: NE (LE)
Resources: lumber, iron, gems (diamonds, sapphires)

Ichamamma was originally an Olman city dedicated to the god Quetzalcoatl. The decadence and snake-worship of this city first attracted the attention of the Touv people, and Ichamamma was the first city to fall to the might of the warriors of the Kingdom of Kunda. The Touv took over the city and reconsecrated it in the name of their own gods, then attacked their northern neighbor, Xapatlapo, with aid from the Touv warriors of Tolanok. When the yuan-ti proved intractable, the Touv continued westward around the serpent city to drive the remaining Olman out.

The Ichamannans were haughty and proud people, as they thought was their right as descendants of war heroes. This pride caused them to attack Xapatlapo time and again, constantly testing the borders and tolerance of the snake-men. Sharp words from the king at Kundanol barely restrained them, and when Jolan broke from the Kingdom, Ichamanna followed less than a month later. The general collapse of the Kingdom over the next decade left Ichamanna fighting against Ikelan, first as a rebel to the king, then as a defender against the southern prince's lust for more land. The two states were eventually able to compromise, and Ichamanna began to fortify and rebuild, aided by the discovery of an iron lode the bronze-using Olman had left unused. Soon they began attacking northward again, but the reptiles proved capable of defending their lands. When Tolanok was rendered barren in 170 CY, Prince Okelo saw an opportunity to take the yuan-ti by surprise. Unfortunately, the inhumans anticipated such a move and laid poisonous traps all along the path of the Prince's troops while simultaneously flanking the humans and moving into the flatland, catching the civilians unawares. The people were enslaved or corrupted by the blood curse of Tlaloc, and Ichamanna remains a yuan-ti nation. They resemble those from Xapatlapo, but the infusion of Touv bloodlines has darkened the human elements of some creatures.

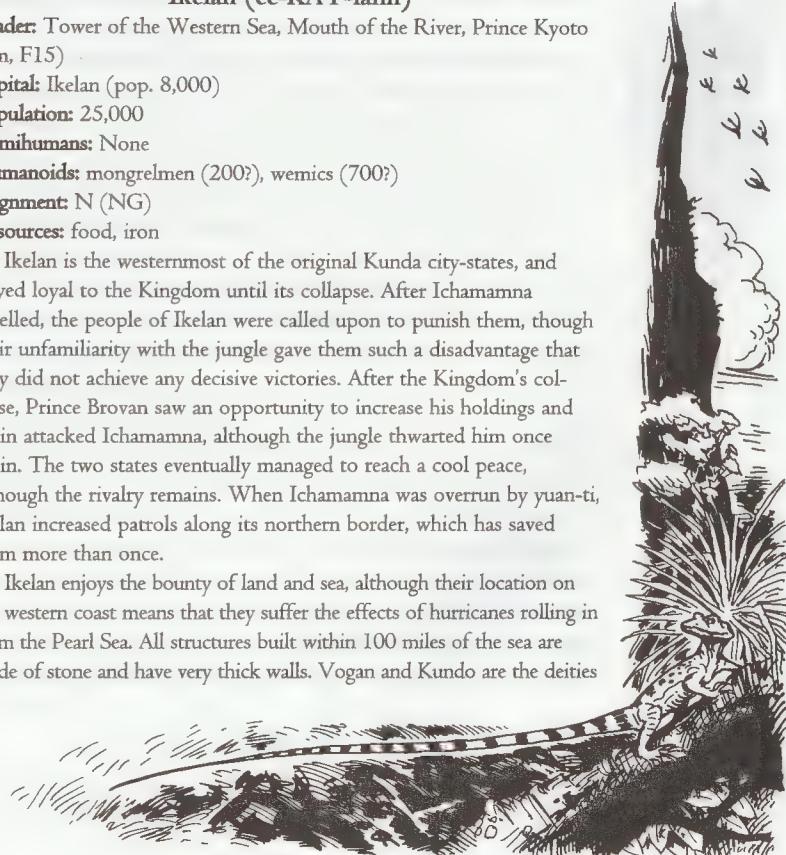
Conquered by yuan-ti warriors, Ichamanna is a more active state than its parent, exploring and raiding south into Ikelan on a regular basis. Having learned ironworking from their human slaves, the Ichamannan yuan-ti create ugly weapons of deadly efficiency and trade them for gems and precious metals from Xapatlapo. If the Brotherhood tries to attack Ichamanna, they will not find an easy victory.

Ikelan (ee-KAY-lahn)

Leader: Tower of the Western Sea, Mouth of the River, Prince Kyoto (hm, F15)
Capital: Ikelan (pop. 8,000)
Population: 25,000
Demihumans: None
Humanoids: mongrelmen (200?), wemics (700?)
Alignment: N (NG)
Resources: food, iron

Ikelan is the westernmost of the original Kunda city-states, and stayed loyal to the Kingdom until its collapse. After Ichamanna rebelled, the people of Ikelan were called upon to punish them, though their unfamiliarity with the jungle gave them such a disadvantage that they did not achieve any decisive victories. After the Kingdom's collapse, Prince Brovan saw an opportunity to increase his holdings and again attacked Ichamanna, although the jungle thwarted him once again. The two states eventually managed to reach a cool peace, although the rivalry remains. When Ichamanna was overrun by yuan-ti, Ikelan increased patrols along its northern border, which has saved them more than once.

Ikelan enjoys the bounty of land and sea, although their location on the western coast means that they suffer the effects of hurricanes rolling in from the Pearl Sea. All structures built within 100 miles of the sea are made of stone and have very thick walls. Vogan and Kundo are the deities





of choice in the nation, and the prince is advised by a triumvirate of priests of these two powers. They have a very small navy made up of fishercraft.

Ikelan gets along well with Iyapo, is neutral toward the other southern nations and is guardedly hostile toward the yuan-ti. Ships from the Scarlet Brotherhood have landed in their port, and so far relations have been cordial; the visiting Suel have made no mention of their agenda, nor of their hostility toward other races.

Iyapo (ee-YAH-po)

Leader: Guardian of the Adaro Forest, the Stormwatcher, Princess Ili (hf, W8)

Capital: Iyapo (pop. 11,000)

Population: 23,000

Demihumans: None

Humanoids: beastmen (200?), bugbears (200?), mongrelmen (400?)

Alignment: LN (N)

Resources: food, lumber, copper

Iyapo was created long ago as a private woodland retreat by Arakay, one of the rare Kunda wizards. When logging encroached on the retreat, the wizard moved on but left his fortifications behind, and the loggers moved in. Extensive logging eventually cleared the forest, but by that time it had become a well-developed city with many secondary businesses, and farms, ranches and villages sprang up along the road to Kundaxa. Iyapo was declared an official city-state by the Kingdom in -1250 CY. It still sports a disproportionate number of wizards.

Iyapo retains control of the largest forest of southern Hepmonaland, and practices careful planting to assure that the forest will remain for many generations; although they suffer from hurricanes as often as Ikelan, the forest absorbs most of the storms' force, so that there is little more than rain on the Iyapoan plains. The city also controls a large copper mine at the base of the Kelo Hills, supplying most of the southern nations with the red metal.

Like Anatal, Iyapo remained loyal to the Kingdom until the very end; their alliance with Ikelan continues, and there is talk of marriage among the royal families of the two nations. Relations with the other southern states are friendly, with the exception of Vay Nama, as Prince Teko of Vay Nama wishes his daughter to marry the Prince of Ikelan's son, and he sees Princess Ili's much prettier daughter as a threat. Scarlet Brotherhood ships have been spotted along the western shore and navigating the Hambu channel, but the rocky cliffs have discouraged them from landing, and the Iyapoans have had little contact with the Suel explorers.

Jolan (JOH-lahn)

Leader: The Spiral Wire, the River Lord, Prince Ilamo Ilamo (hm, F10)

Capital: Jolan (pop. 4,000)

Population: 17,000

Demihumans: None

Humanoids: Doubtful

Alignment: N (NE)

Resources: food, platinum, lumber

Jolan was a prosperous city-state in the Kunda Kingdom and the

second territory conquered after Ichamanna. Early skirmishes against Tolanok convinced most of the Olman there to abandon their homes, and the settlers of Jolan quickly turned to working their land instead of fighting for it. When the first Suel trickled into Jolan they were received coldly, the nationalism and zeal of the Jolani bordering on xenophobia; most Suel turned back and settled in Anatal. In -252 CY, a disguised priest of Meyanok worked his way into the inner circle of advisors to the Jolani prince and began to poison his mind and body. Within two years, the prince was so deluded that he believed that his other advisors and the king were plotting against him, so he declared his city-state independent of the Kunda Kingdom in -250 CY. Appeals and diplomatic measures from the capital were turned aside or twisted by the snake-priest, and the secession precipitated similar acts from Ichamanna and Byanbo.

Jolan is now largely isolated from its neighbors; having descended into true xenophobia, the Jolani refuse all contact with the mixed-race Anatal and treat visitors from Kevot with little respect. Perhaps the only redeeming features of the Jolani are that they are expert craftsmen and produce beautiful items and delicious foods; desire for these items keeps others' dislike of Jolan in check. The Prince is concerned about the advancement of the sterile fingers of Tolanok, but thinks that it will not be a true concern to his people until long after he is dead. Emissaries from the Scarlet Brotherhood were slain and sent downriver, which has caused the Brotherhood to patrol the Jolan coast; Prince Ilamo Ilamo looks forward to testing the blades of his warriors against the flesh of the white-skinned northerners.

Kevot (kehv-AHT)

Leader: Steward of the Grand Calendar, Prince Odagan (hm, P7[Katay])

Capital: Odagan (pop. 3,500)

Population: 19,000

Demihumans: doubtful

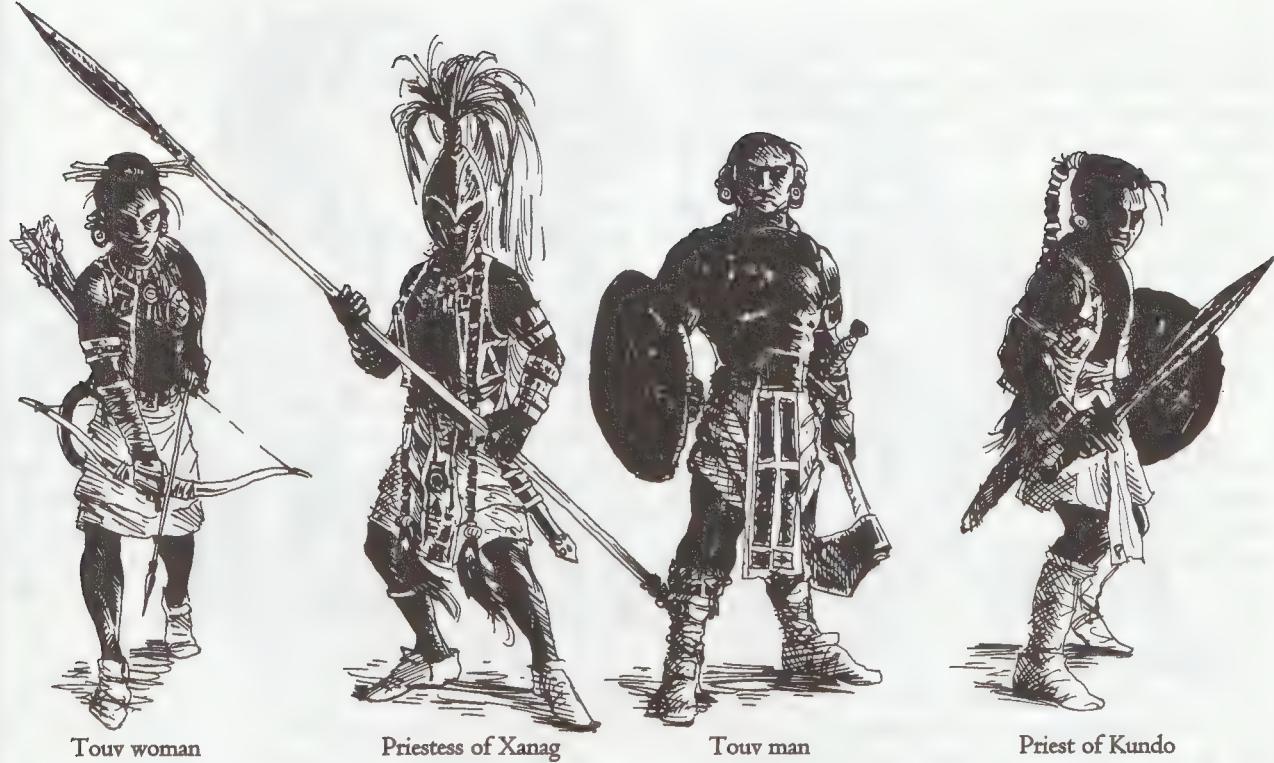
Humanoids: beastmen (600?), bugbears (300?), mongrelmen (400?)

Alignment: N (LN)

Resources: ivory, spices, food

When Onatal, first king of the Kunda, defeated his brother Onak for rulership of the Touv people, he sent his brother northward to start a new city. Onak found a fertile plain inhabited by wild cattle at the foot of the river Ake, and claimed it in the names of himself and his brother. The city he built prospered despite occasional attacks by sahuagin, and tribute flowed regularly back to Kundanol; Kevot was eventually accorded the honor of guarding the Grand Calendar, an artifact said to have been blessed by Katay himself. When the Kingdom shattered, Kevot weathered the turbulence between city-states and kept its lands, property and people safe; the god of inevitability and time is a popular deity here, and people tend to accept change as a part of life.

The sahuagin attacks have increased in recent years, and Kevot has not fared well against them due to crop blights and livestock sicknesses; the sea devils have been carrying away people and animals. The inability of Kevot to defend itself has earned the scorn of Byanbo, and Vay Nama has been looking northward for more land, despite the marriage



Touv woman

Priestess of Xanag

Touv man

Priest of Kundo

of Prince Teko's cousin to Prince Odagan's daughter. Jolan has been no help, but the fair-skinned visitors from the Land Of Purity to the north have offered aid to the beleaguered nation.

Kundanol (koon-dah-NOLE)

Leader: Heart of the People, Harvest Prince, Firstborn, Prince Ramut (hm, B14)

Capital: Kundanol (pop. 13,000)

Population: 21,000

Demihumans: None

Humanoids: gnolls (200?), mongrelmen (500?), wemics (600?)

Alignment: LG (LN)

Resources: rare woods, cloth, gold

Onatal, first King of the Kunda, is said to have placed the first stones of this city with his own hands, under the guidance of Uvot. Kundanol became the center of Touv culture and the capital city of the eventual Kingdom. For over a thousand years, Kundanol stood as the highest point of civilization in Hepmonaland, but Katay's wheel turns and all things change. The rebellion of Jolan came just after King Ikate's wife had died bearing a stillborn son; when a priestess of Vara animated the dead infant and sent it to kill Ikate, the man's mind snapped. Retreating to the innermost rooms of his palace, he refused to speak to anyone and spent most of his time in a restless sleep. While the Kingdom waited headless, state after state left the embrace of their parent, and by the time the King finally died and his brother took the

throne, it was too late to repair the damage, and he formally disbanded the Kingdom. The Touv people were divided.

The former capital trades rare wood from the Tabo forest, and gold from the Karu River and the southeastern Kelo Hills, and produces beautifully dyed wool cloth from its carefully bred herds.

Most of Kundanol's former colonies hold no ill-will toward their parent, Ichamanna and Jolan being the two exceptions. Kundanol has not yet been approached by the Scarlet Brotherhood, although the priests of Uvot and Nola have received divine warnings that the Suel are not as friendly as other cities report.

Kundaxa (koon-DAKS-ah)

Leader: Lore Inheritor, Diamond Crown, Princess Onvoc (hf, F5/B9)

Capital: Kundanol (pop. 13,000)

Population: 21,000

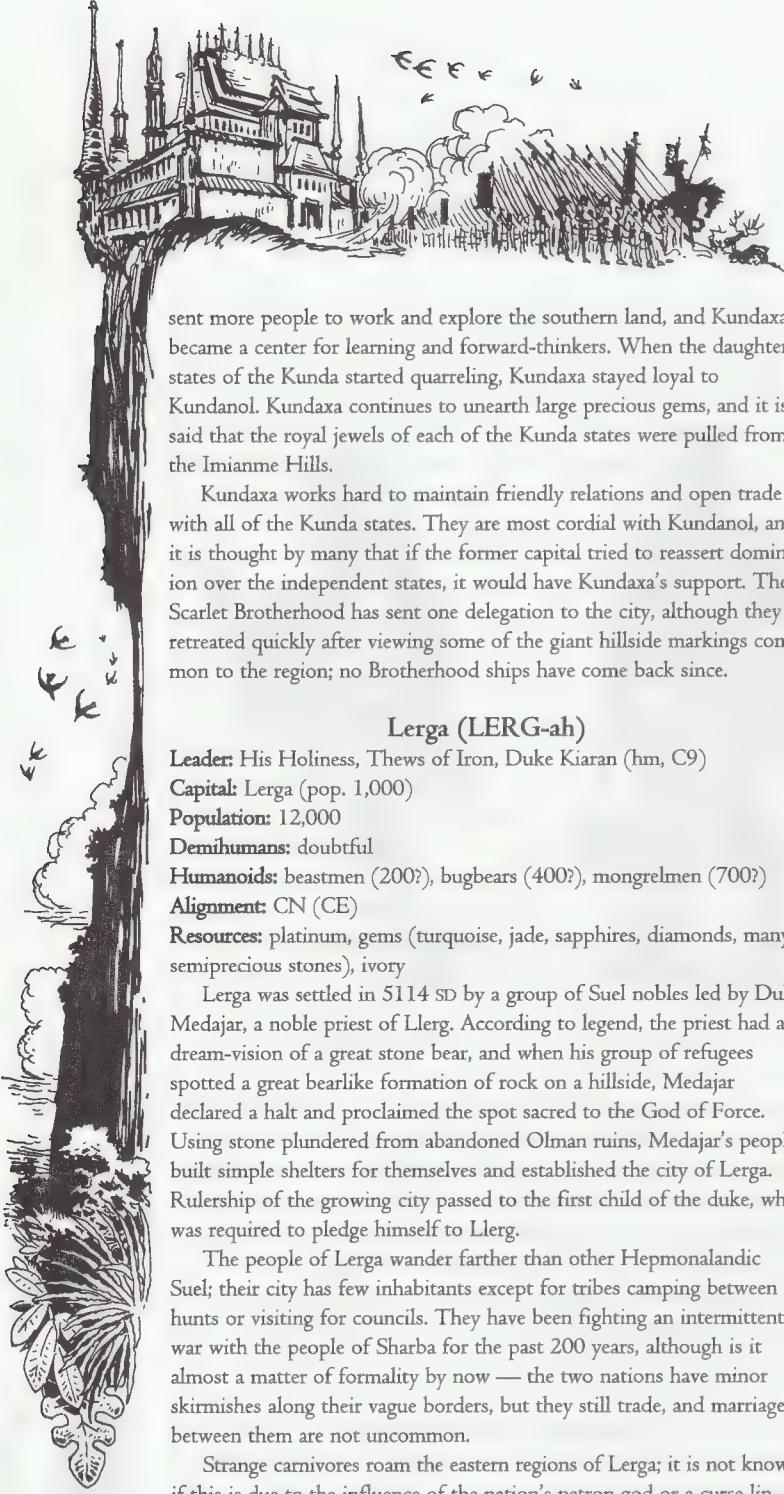
Demihumans: none

Humanoids: wemics (1200?)

Alignment: NG (LG)

Resources: gems (emeralds, rubies), food

When the first king of the Kunda was crowned, Onave, youngest son of King Onatal, was sent to the hills of Imianne to discover what creatures lived there. He and his family found curious beasts, strange writings in the earth, and great caves that were the source of many precious stones. After sending his eldest son back to the king to tell of this place, Onave and his wives built the first houses of Kundaxa. The King



sent more people to work and explore the southern land, and Kundaxa became a center for learning and forward-thinkers. When the daughter-states of the Kunda started quarreling, Kundaxa stayed loyal to Kundanol. Kundaxa continues to unearth large precious gems, and it is said that the royal jewels of each of the Kunda states were pulled from the Imianne Hills.

Kundaxa works hard to maintain friendly relations and open trade with all of the Kunda states. They are most cordial with Kundanol, and it is thought by many that if the former capital tried to reassert dominion over the independent states, it would have Kundaxa's support. The Scarlet Brotherhood has sent one delegation to the city, although they retreated quickly after viewing some of the giant hillside markings common to the region; no Brotherhood ships have come back since.

Lerga (LERG-ah)

Leader: His Holiness, Thews of Iron, Duke Kiaran (hm, C9)
Capital: Lerga (pop. 1,000)
Population: 12,000
Demihumans: doubtful
Humanoids: beastmen (200?), bugbears (400?), mongrelmen (700?)
Alignment: CN (CE)
Resources: platinum, gems (turquoise, jade, sapphires, diamonds, many semiprecious stones), ivory

Lerga was settled in 5114 SD by a group of Suel nobles led by Duke Medajar, a noble priest of Llerg. According to legend, the priest had a dream-vision of a great stone bear, and when his group of refugees spotted a great bearlike formation of rock on a hillside, Medajar declared a halt and proclaimed the spot sacred to the God of Force. Using stone plundered from abandoned Olman ruins, Medajar's people built simple shelters for themselves and established the city of Lerga. Rulership of the growing city passed to the first child of the duke, who was required to pledge himself to Llerg.

The people of Lerga wander farther than other Hepmonalandic Suel; their city has few inhabitants except for tribes camping between hunts or visiting for councils. They have been fighting an intermittent war with the people of Sharba for the past 200 years, although it is almost a matter of formality by now — the two nations have minor skirmishes along their vague borders, but they still trade, and marriages between them are not uncommon.

Strange carnivores roam the eastern regions of Lerga; it is not known if this is due to the influence of the nation's patron god or a curse lingering from the Olman people. One of the more common creatures is the onco, an aggressive elephant-like creature about the size of a bear; its ivory is very strong and is one of the most profitable trade items of Lerga. It is a customary adulthood ritual for the Lergal to bring back a stone from an Olman ruin and add it to the home of one's parents; if an onco is seen during this ritual, it is considered a good omen.

The Scarlet Brotherhood values the warriors of Lerga for their ferocity. The jungle nation welcomed the Brotherhood with open arms once they heard the latter revered Llerg as a deity. Duke Kiaran is a megalomaniac and slightly inbred ruler, but he is cunning and pragmatic enough to see the benefits of trade with the Brotherhood.

Sharba (SHAR-bah)

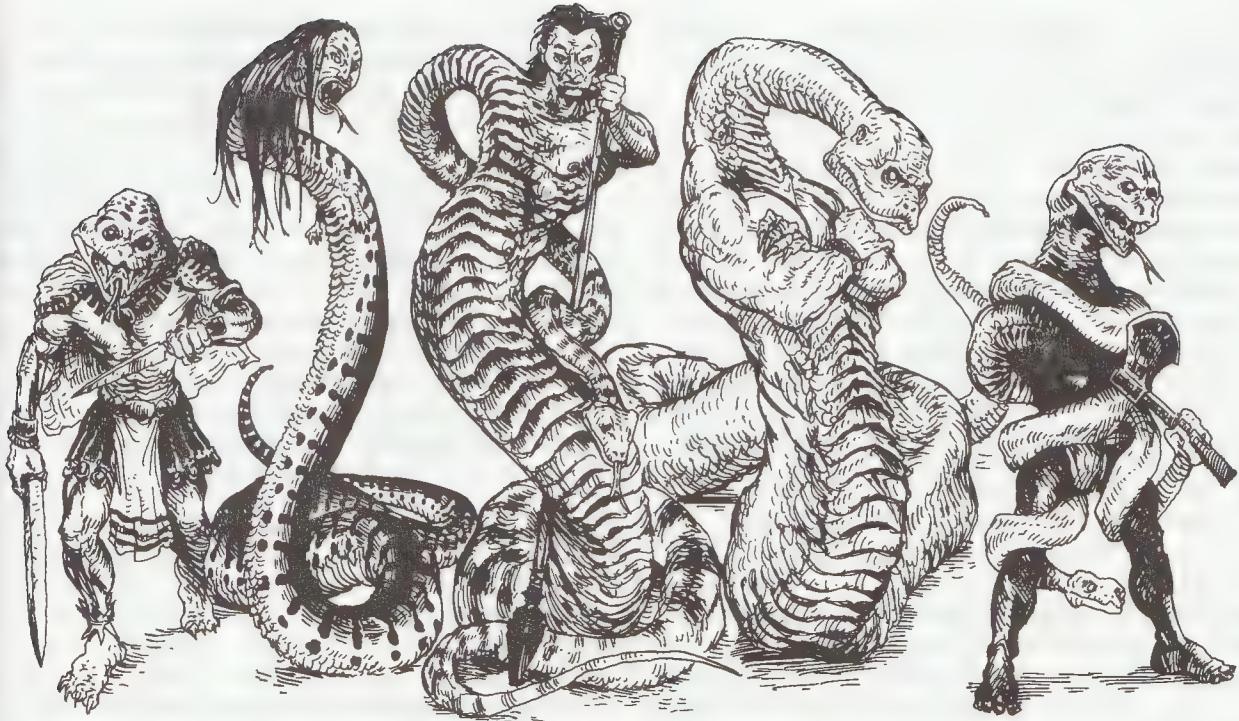
Leader: The Mother of Precision, Countess Iranda Renho (hf, C11)
Capital: Sharba (pop. 11,000)
Population: 15,000
Demihumans: doubtful
Humanoids: few
Alignment: LN
Resources: ivory, gems (jade, diamonds, sapphires, emeralds), rare woods, cloth

The city of Sharba was founded in 5120 SD by members of a Suel house who traveled along the coast for over 500 miles before being driven into the jungle by a fierce storm. Pushed farther by predators and suffering from hunger, exposure, disease and poisonous reactions to the local flora, they came across a ruined city dedicated to the Olman fire god. The Suel settled for the night and awaited the coming of dawn. Strangely enough, while many Suel nobles had died during the night, the survivors — mostly slaves — recovered, and the predators that had hounded them were nowhere to be found. Desperately hungry, the slaves consumed the bodies of their former masters. Seeing their situation as a blessing and opportunity, they stayed in the city, reworking it for their own needs. The most influential of the survivors was an attendant to a priestess of Bralm, and she convinced the others that their survival was a gift of the Toiling Lady. Thus was born a nation dedicated to the goddess of insects and industriousness — whose citizens have a habit of eating their dead.

The people of Sharba are very superstitious and xenophobic; they dislike leaving their city, and only a small portion of the population is outside its limits at any one time. This habit has kept their war against Lerga to a minimum; the superior numbers and weapons of the Sharbal would easily allow them to drive off their more primitive foes.

Most of the city has been torn down and rebuilt to suit the needs of its current inhabitants; enclosed farms and gardens take up most of the land, stone pens for herd animals and giant insects buttress defensive walls, and regularly arranged square homes line the streets. Of the Hepmonaland Suel, the Sharbal are the most civilized, engaging in regular trade with other nations and producing simple goods. Their government has three tiers: the royal court, middle administrators and workers. As the majority of Sharba's population is descended from slaves, any claim to nobility is tenuous, but it has brought about a unique ceremony. When a member of the royal court dies, the body is butchered and the bones ground up into meal; this is then eaten at the departed's wake. With this ritual, the noble flesh of the original victims is passed on to the next generation.

The Scarlet Brotherhood does not recruit from Sharba, knowing its warriors would be less effective away from the city; instead it uses Sharba's people to make clothing and weapons for other warriors. The city is a staging ground for deeper forays into the jungle. The Brotherhood considers the Sharba practice of cannibalism revolting, emphasizing their subcitizen status, but they recognize the value of these primitives in fulfilling the Brotherhood's overall goals. Sharba has had friendly trade relations with the Lordship of the Isles for nearly a hundred years, and they continue to do so.



Alacotla half-breed Alocotla abomination Xapatlapo halfbreed Xapatlapo abomination Ichamamna halfbreed

Sharbakal (shar-bah-CALL)

Leader: Drinker of the Black Rain, Countess Relimse (cursed human f, C5)

Capital: Sharbakal (pop. 3,000)

Population: 7,000

Demihumans: doubtful

Humanoids: few

Alignment: CN (N)

Resources: gems (jade, sapphires, diamonds, emeralds, rubies), rare woods, silver

Near the start of the war against the Lergal, a number of tribes decided to leave the protection of the city of Sharba and head deeper into the jungle, seeking refuge farther from the followers of the Beast God. They discovered the abandoned Olman city of Xanoxetlan and adopted it as their own, giving it the name of Sharbakal. They settled there and began exploring and hunting in their new home, continuing the traditions of their parent city. Unfortunately, their explorations discovered a temple to Tlaloc, the Olman rain god, and he cursed the defilers of his temple: Half of the children born to the people of Sharbakal would be reptilian monsters who feasted on nothing but human flesh. This curse has kept their population low, and they have isolated themselves from nearby nations for fear of passing on the curse to others.

The only exceptions to this shunning are old women beyond child-bearing age; they are considered beyond the threat of the curses. As such, rulership of this nation has become a geriocentric gynarchy. The

eldest women make decisions for the people, and the youngest of the eldest are sent as emissaries or to exchange goods with other nations. As these women are generally somewhat frail, this limits how far they can travel or how much they can carry, limiting contact with the outer world.

The Sharbakal are desperate for help in removing their centuries-old curse. They believe the Scarlet Brotherhood might have the power to do it, but are wary of what would be expected in return. A few volunteers have been taken away by the Brotherhood for study, both to determine the intricacies of the curse and (secretly) to see if it may be exploited in the Brotherhood war effort. Until they have more information, the Sharbakal hold the Brotherhood at arms' length; rumors of raids into Sharbakal lands by Brotherhood warriors for slaving purposes have not helped relations.



Tolanok (TOH-lan-ock)

No leader

Capital: Tolanok (pop. 1000)

Population: 2,000

Demihumans: none

Humanoids: none

Alignment: NE

Resources: gold, gems (turquoise, sapphires, diamonds), platinum

Tolanok was once an Olman city in the highlands of Hepmonaland. Abandoned during the Olman exodus, the Touv moved warriors into the city to hold the front line and to initiate attacks against the yuan-ti of Xapatlapo. After several years when the Olman did not return and the Xapatlapoans closed their borders, the Touv capital allowed civilians to settle the city. The hillside mines were reopened, and precious metals and gems flowed back to the capital; Tolanok became a very wealthy state, although the mediocre soil of the region kept it from growing too large. It was its financial prosperity and status as the smallest of the Touv city-states that eventually attracted the attention of the priests of Meyanok.

Over the years the priests slowly replaced key individuals in the temples and the city government. In 170 CY, the high priests of Meyanok called down the power of their god and withered all vegetation within five miles of the city walls. The city's stores of grain were lost, and the people were beset by famine. Many fled, but most could not; those that died of starvation rose as the ravenous, a new form of undead. The land remains barren to this day, with the husks of ancient trees and other plants scattered about, and the barren region continues to grow by over a foot a month. The entire state is considered cursed, and the roaming undead make it dangerous to explore, although many expeditions have been made into the city or the mines in search of lost treasures. Small fragments of noble families such as the Shinazi and the Sharzu live near the borders of the waste, still practicing their jadecraft on items they scavenge.

Vay Nama (vie NAH-mah)

Leader: His Gentle Majesty, Prince Teko (hm F7/T9)

Capital: Vay Nama (pop. 12,000)

Population: 26,000 (?)

Demihumans: Few

Humanoids: lizardmen (1000?)

Alignment: LE (NE)

Resources: food, gems (carnelian, turquoise, jade)

Vay Nama is an ugly place, protected by bare rocky hills on the west and foul-smelling swamps to the north and south. The city itself is built on one of the few pieces of land hard enough to support stone buildings; it and its inhabitants reflect the unpleasant nature of the land. While the first human inhabitants came here to mine gems from the Okeo hillside, they discovered that the muddy soil produced abundantly when planted — a gift of Uvot hidden in an ugly place. Despite this gift, the Prince of Vay Nama ("ugly border") has always had an eye toward acquiring more land, and has attacked the southern border of

Kevot on more than one occasion, which resulted in its prince being replaced and the city put under martial law by the King in -505 CY. When Jolan seceded from the Kingdom, Vay Nama followed after Ichamamma and Byanbo, and has kept a greedy eye on what lies outside the frontier swamps.

Both swamps are inhabited by primitive lizard men that never leave the confines of their soggy homeland. The Vay Naman have explored the swamps enough to decide that there is nothing there worth taking and leave the lizardmen alone. Vay Nama considers Byanbo an ally, and is considering stealing land from Kevot, which might not be able to defend itself with its sahuagin problems. Prince Teko once courted Princess Ili's sister, but Vay Nama's alliance with Iyapo has become strained since the Prince has been trying to arrange a marriage between his daughter and the son of Prince Kyoto. The Prince has received several visits from red-robed officials of the northern lands, but has made no announcement about an alliance with the strangers.

Xapatlapo (zahp-aht-LAHP-oh)

Leader: The White Eye, the Serpent Priestess (yuan-ti f, true name unknown; C13)

Capital: Xapatlapo (pop. 8,000)

Population: 15,000 (?)

Demihumans: Few

Humanoids: Yuan-ti, mongrelmen (800?), tasloi (1300?)

Alignment: NE (CE)

Resources: platinum, gems (sapphires, diamonds, emeralds)

Like its sister city Alocotla, Xapatlapo was turned into a city of yuan-ti after swearing a dark pact with Tlaloc. They, too, crawled and slithered into the most remote villages of Xapatlapo and corrupted the flesh of the people. Unlike their Alocotlan cousins, the reptilian parts of Xapatlapoan yuan-ti are predominantly pale yellow or white, with some albino specimens having been reported, the albinism carrying over to their Olman parts as well. It is known that their leader is a high priest of the Olman god Tlaloc, most likely a descendant of one of the original evil priests that sacrificed their own humanity for power.

The Xapatlapoans resisted the Touv attempts to drive them out during the Olman exodus and held fast onto their original lands despite repeated attacks from Ichamamma when it was under human control. While Ichamamma is technically a daughter state or colony of Xapatlapo, no tribute is demanded or sent between the two nations.

The yuan-ti of Xapatlapo are withdrawn and rarely pass their borders. They have not raided in over a century and only occasionally travel west to trade with the islanders on the archipelago. Strange rumblings from the hills of Xapatlapo can be heard on nights when the air is still and the jungle silent; it is possible that the snake-men are fighting a battle against creatures from Under-Oerth, although that is mere speculation. On the rare occasions when the yuan-ti of this place have been spotted, they are all heavily armed. It is not known if the Scarlet Brotherhood has any interaction with these creatures.

Xolapeqa (ZOHL-ah-peck-ah)

Leader: The Bronze Axe of the Dawn, Fire of the Midnight Star, Kerixptan (hf, F10)
Capital: Xolapeqa (pop. 1,500)
Population: 9,000
Demihumans: doubtful
Humanoids: few
Alignment: CN (CE)
Resources: bronze, gems (rubies, sapphires, emeralds, many semi-precious stones), lumber

In the early years of the Suel migrations into Hepmonaland, certain of the houses traveled deep into the jungle and encountered small tribes of Olman who had missed or avoided the great westward migration. Seeking safety in numbers, these desperate Suel proposed an alliance with the Olman, who accepted the pale strangers and their weapons and magic. In the millennium since that time, the two races have intermixed, with the darker Olman coloration dominant, although children are occasionally born with blond or red hair; the narrower facial features of the Suel are common. The people worship a mixture of Suel and Olman gods, mainly Llerg, Beltar, Quetzalcoatl and Camazotz.

Most Xolapeqal remain in a nomadic tribal state, wandering in groups of twenty or more, camping at the old Olman city when weather is inclement or religious ceremonies are performed. They are reclusive and rarely cross the Chiuhtle River into Lerga territory except to exchange goods. They have suffered slaving raids from the Scarlet Brotherhood and in response have moved away from the western shore. Braver warriors steal people from Cuhuetla and leave them bound on the western shore as an appeasement to the invaders from the sea; this has resulted in a falling-out between the two nations, neither of which were very friendly in the first place. A full-scale war is expected to break out soon, with the Brotherhood waiting nearby to gather up whatever pieces remain.

Zar (zahr)

Leader: Wielder of the Star-Spear, Lord Visio IX (hm, F11)
Capital: Zar (pop. 2000)
Population: 18,000
Demihumans: doubtful
Humanoids: few
Alignment: NE
Resources: food, lumber, spices

Zar was the first region of Hepmonaland to be settled by the refugees of the Suel Kingdom. Those who stayed here were the most stubborn and intractable of the lot; the more adventurous moved on, as did those seeking greater security from the people of the Flanaess. The city of Zar was founded in 5103 SD, little more than a cluster of rounded stone and wood buildings in a cleared space in the jungle. It grew as Suel refugees arrived and occasionally shrank as strange jungle diseases or infestations took their toll. The fairest of the Suel sickened and died due to exposure to the bright Hepmonaland sun, and over the next thousand years the people of Zar, like most Suel in this land, shifted in coloration, becoming tanned or heavily freckled. Most of the peo-

ple of Zar live in a nomadic tribe-like state, although there is a large population settled in the decaying remnants of their original city.

The arrival of pure Suel from the Scarlet Brotherhood in 6090 SD was a surprise to the people of Zar, who had largely forgotten their heritage and lived in a state of barbarism. The Brotherhood won over the Zarii with gentle words, promises of power and gifts, so the people of Zar taught the Brotherhood what was necessary to survive in the jungles of Hepmonaland. In less than a year, Zar became a primitive daughter-state to the kingdom of Shar, sending resources and warriors north to the main Brotherhood lands. The city of Zar is being renovated and restored from ruin.

The Zarii are content with their lot; in exchange for goods and warriors, they receive exotic (to them) cloth, weapons and foods. They ferry agents of the Brotherhood along the newly built roads to Lerga, travel to strange lands, fight and pillage; most don't realize that they are second-class people to the Brotherhood — barely a step above hobgoblins.

Major Geographic Features of Hepmonaland

Bodies of Water

Hambu Channel: It is said that this channel was formed when Xanag tore out a strip of land to make Katay's metallic wheel. It is not very deep, but the treacherous cliffs on both sides make it a dangerous place to sail, especially in the storm seasons.

Ichine, Lake: Set between four cities, it is avoided by people from all of them. The lake is covered with a black, tarry substance that will not burn, and at night dim lights can be seen above the tar. Anyone who spends too much time near the lake slips into a coma or goes insane. The remains of a bat-people city press up through the tar on the southern end of the lake.

Keli, Lake: This glassy body of water cradles the Touv city of Kundanol. It is entirely devoid of hostile creatures, and many villages dot its shores on all sides.

Opotleotle, Lake: A shallow body of water, the lake provides a bounty of muck-eating fish, although the ferocious fish limit excursions into the water. Lergal, Sharbakal and Xolapeqans all fish in it and consider it a neutral meeting place. Dark shapes fly above the lake at night, returning to roost in a ruin on the southern shore, rumored to be an abandoned bat-humanoid temple.

Sea of Sharks: The eastern shore of Hepmonaland abuts the Sea of Sharks, so named because of the normal and giant sharks that live there. Technically a southern portion of the Solnor Ocean, the Sea of Sharks is home to many colonies of sahuagin, which periodically raid the coastal towns.

Tchlapac Lake: Beside the city of Alocota lies Tchlapac Lake, a source of fish for trade and fresh water for the yuan-ti nation; the fish are salted and used as trade goods, as yuan-ti prefer warm-blooded food. One



of the noble houses has largely abandoned the politics for the temple-throne and instead explores the depths of the lake, occasionally turning up strange items from the vanished bat-people.

Vogan Sea (Pearl Sea): Named for the Touv storm god, this sea is the source of the annual hurricanes that bombard the western side of Hepmonaland. In its deeper areas, it is plagued by sea monsters.

Xuxchan Bay: Strange water currents in this bay make it dangerous for ships. Pockets of warm, smelly, silty water are common, some so foul as to sicken anyone approaching. Ships that make it through the bay report attacks by giant red-skinned octopi that use weapons; others speak of boat keels springing leaks with no discernible source.

Mountain Ranges

Hezcua Mountains: These sharp mountains are a source of silver, copper and tin. Jungle growth covers all but the highest parts; several tribes of tasloi used to roam the lower slopes of the mountains, but have been forced onto higher ground by encroaching humans, where they now war with the resident aarakocra.

Xaro Mountains: Very high hills south of the Pelisso Swamp, the Xaros are most noteworthy for the discovery of the forgotten city of Xuxulieto built in a rift in one of the mountains. Originally owned by the Olman, the city was being used by a group of yuan-ti from Alocotla as well as several types of humanoid monsters, although there are some signs that the bat-men spent some time there. The hills are heavily covered in jungle growth.

Hills and Highlands

Azteotl Hills: This branch of the Kelo narrows quickly and eventually submerges itself in the Vogan Sea, becoming part of Breeka's Teeth. The Azteotl are home to mongrelmen and the few remaining couatl in Hepmonaland.

Imianme Hills: These broad, tapering hills are covered in reddish claylike earth, although a white chalklike stone lies under the topsoil. Huge strips of topsoil have been removed to expose the rock underneath, and if viewed from a distance of a league or more these lines of white almost seem to form words or symbols in an unknown language. The Imianme are populated by many polymorphic beasts such chimera, perytons, dragonnes and manticores, as well as tropical-adapted owlbears displacer beasts, and pegasi; it is rumored that magic causes these creatures to be born of normal animals or that some sort of enchantment encourages crossbreeding.

Ino Hills: A range of hills around two semi-dormant volcanoes, the Inos supply iron to the people of Byanbo. Some of the western range is populated by gnolls, so the miners of Byanbo are well-armed.

Kelo Hills: This series of rolling hills covers much of central Hepmonaland, splitting into three smaller legs. They are low enough that they share the same vegetation as the lowlands. The Kelos are rich

in gems and metals, and hide many tribes of bugbears, beastmen and tabaxi, as well as solitary specimens of strange jungle creatures.

Kyalo Hills: Northeast of Tolanok, the Kelo Hills narrow into the Kyalo Hills before tapering off toward the sea. Except for their red sandstone, they are similar to their parent range.

Odan Ridge: Towering over the Kelos is the Odan, very high hills that form the taller islands of Breeka's teeth. Almost completely uninhabited by man, the Odan is home to odd creatures of earth and jungle, including at least one wingless, flying, snakelike creature.

Okeo Hills: Rocky black peaks with little vegetation, the Okeo are eyesores, and it is only their wealth of gems that makes them attractive to civilized folk. Clans of gnolls live in some of the caves and abandoned mines, worshipping some sort of demon.

Forests and Jungles

Adaro Forest: A mixture of jungle and sub-tropical trees, the Adaro is seemingly devoid of humanoids. Many plains animals live in its fringes.

Centeo Jungle: The entire northern half of Hepmonaland is covered in jungle, and this region is named for the Olman goddess of growing things. While several human nations occupy this area, the land is largely unclaimed except by jungle animals and tribes of humanoids, especially beastmen and tabaxi.

Otobo Jungle: The easternmost jungle of Hepmonaland is the Otobo, split between the nations of Anatal, Jolan and Kevot. Most of the humanoids have been driven out of the central regions by the xenophobic Jolani. The Anatals are more accepting as long as the humanoids don't attack human livestock or settlements, and the Kevoti have been too busy fending off sahuagin attacks to worry about a few humanoid tribes in their northern lands.

Tabo Forest: The dwindling Tabo is a fragment of its former glory; the absence of dangerous predators makes it convenient for logging.

Zolteo Jungle: The jungle south of the Azteotl hills is considered the Zolteo, named for the Olman goddess of pleasure and vice; the Olman claim that she planted this rich jungle to test man's temperance. Largely controlled by the Ichamanna yuan-ti, it is also a home to tasloi, bugbears and various snakelike monsters.

Mashes and Wetlands

Akialo Swamp: With a large tribe of lizardmen constantly fighting groups of fast-breeding bullywugs, it might be expected that life in the Akialo would be harsh, but the swamp is blessed with soil as rich as Vay Nama's dryer lands, and plant life thrives here. Even the ignorant bullywugs have not been able to deplete the resources of their tribalands. Many black metal cones and pyramids are found in the swamp, each no larger than a man's head. Although they appear to be magical, their functions are indeterminable.

Avali Swamp: This swamp exudes a constant reek different than that of most swamplands; the ground under the muck is rich in sulfur, which seeps up into the water. Only the hardiest of plants and animals live here, and humans avoid the place. The lizardmen that eke out a primitive existence here seem oblivious to the stench.

Pelisso Swamp: Many weird birds and insects live in this place. Even the plant life is exotic and dangerous, if one can rely on reports of man-eating plants, hallucinogenic flowers and intelligent plant-men. Poisonous reptiles and giant crocodiles are the most common predators, and at least nine black dragons live here, presumably all descendants of one very old dragon matriarch known as "Quagmire."

Savannas

Kabrevo Plain: The grassy flatland that covers most of southern Hepmonaland is home to settlements of humans and their herds of domesticated animals, as well as wild herbivores and predators of many types. Lions, cheetahs, rhinos, elephants, zebras, gazelles, antelope and fantastic variations of these are common sights away from settled areas. Gnolls, wemics and mongrelmen stand out as the more intelligent creatures of the plains. The vegetation varies between tall and short grasses, or stout trees and shrubs, depending on the local soil and precipitation.

Islands

Breeka's Teeth: These strings of islands are home to many species of humanoids and tribes of humans that were driven from their original homes by the Touv or, more commonly, the Olman. The islands are all lush and each is a microenvironment very different from its neighbors — a fierce predator dominating one island might be entirely unknown on the island's nearest neighbor. The water between the islands is shallow, no more than 20 feet deep in places, but carnivorous creatures lurk under the surface, making travel between islands so infrequent as to be nonexistent. The northernmost islands are hideaways for pirates from the north, although there have been fewer since the Scarlet Brotherhood increased their blockade of the Densac Gulf. The southwesternmost islands are populated with humans unlike any seen elsewhere in the Flanaess or Hepmonaland; it is rumored that they are survivors of an ill-fated expedition from another land far to the west, although they have hidden themselves too well to be questioned. The wingless flying snake of the Odan Ridge also flies over these islands.

Isle of Singing Stones: This place is a mystery to the Touv people. Touv watercraft are too small to safely attempt crossing the Hambu Strait, and towering cliffs outline the island's shore. When the wind is right, horn-like tones come from the isle, and these tones are especially loud when a hurricane approaches. Legend has it that one brave boatload of warriors sailed to the isle, found a place to land and climbed the cliffs to find a great city of black stone towers, overgrown on their lower levels with plants that bore delicious fruit and berries. The fruits put them to sleep, and they awoke back on the mainland of Hepmonaland, with no guess as to how they got there.

Rivers

Ake River: A winding waterway from the Kelo Hills into the Kabrevo, the Ake forms a small delta where it passes Kevot. It is possible that this fairly recent change has increased the flow of fresh water into the nearby sahuagin communities, resulting in the frequent raids of late.

Anmo River: This river still runs clear despite mining in the Imianme Hills, thanks to careful work by the people of Kundaxa, who depend on this river and the Kumo for fresh water.

Chiuhtle River: Starting at the Hezua mountains, the Chiuhtle feeds Lake Optoleotl before running into Xuxan Bay. It marks the border between Lergal and Xolapeqa, and is gentle enough in most spots to be forded or used for raft traffic.

Coutl River: Like its sister river, the Quetzal, this river is fast and has worn a deep channel in the flatlands.

Ibaz River: The Ibaz starts east of the dead soil of Tolanok, winds past Jolan and empties into the Sea of Sharks. It is a fast river that is cool most of the year.

Ikani River: Running past Ichamanna and Ikelan, the Ikani is a deep warm river. The yuan-ti of Ichamanna considered poisoning it to harm Ikelan, but realize the potential drawbacks of such an act.

Karu River: The Karu feeds Lake Keli, and is similarly devoid of dangerous creatures. Trade goods are sent downriver on poled rafts.

Kumo River: Fed by the Anmo, the Kumo is kept unpolluted by the mines due to the Kundaxan miners' careful effort.

Murma River: Named by the Suel tribes that first settled the area, the Murma provides an abundance of edible fish for the people of Zar and Lerga.

Okeoakialo River: This river is heavy with silt from the hills; it drops most of its load into the swamp, but retains enough to paint a dark swath into the ocean for several hundred yards.

Okeoavali River: Named after the two landmarks it touches, this river does little to clean the Avali swamp, spreading into a thin sluggish pool that drains slowly into the sea.

Quetzal River: Although its origin is close to the dead city of Tolanok, this river seems perfectly healthy. It gains speed in the hills and has carved a deep ravine in the lowlands.

Tlicue River: A daughter of the Chiuhtle, it runs slow and is choked with plant matter.



Deserts

Yano Desert: This is a colorful desert, with red-brown sands near the Okeo Hills fading to a light gold in the western regions. The Touv avoid the Yano, fearing the wrath of Olat, a temperamental brass dragon of venerable age; the dragon has lived here since before the collapse of the Kingdom of Kunda and doesn't take well to those who violate his territory. There are few other creatures in the desert beyond mutant lizards and giant insects; an oddly-constructed ruin near the hills is said to have been built by an ancient race of people that predate the Touv, possibly the ones the people of Byanbo call "The Tall Walkers."

WEATHER OF HEPMONALAND

Largely rainforest, Hepmonaland's weather is about the same from week to week; precipitation falls for most of every day, with occasional periods of strong equatorial sunlight. Temperatures are warm to high, even in the winter months, and humidity is typically high, as well. In the interest of simplicity, use the following tables for determining current weather conditions; roll at the start of the day to determine starting conditions. Roll again in the afternoon, moving one step along the weather continuum in the direction of the new roll; for example, if it is "clear" and "overcast" is rolled, the sky becomes "partly cloudy" in the afternoon; if it is "light rain" and "thunderstorm" is rolled, a "heavy rain" begins to fall. Roll once again in the evening, moving again one step in the direction of the new roll.

Hepmonaland Weather Tables (Rainforest)

Roll 1d12 for starting sky, temperature and precipitation conditions.

Sky: clear 1-3 / pc 4-7 / over 8-12

Temp.: cool 1 / warm 2-8 / hot 9-12*

Prec.: no 1-4 / yes 5-12**

* -2 to roll in winter, -1 in spring

** +1 to roll in the month of Thunder, +2 in Storm

Rainforest Precipitation

Roll 1d12 at morning, midafternoon and evening; select according to starting temperature.

1d12	Cool	Warm	Hot
1	Heavy fog	Light fog	Light fog
2	Heavy fog	Drizzle	Drizzle
3	Light fog	Drizzle	Light rain
4	Light fog	Light rain	Light rain
5	Light fog	Light rain	Light rain
6	Light rain	Light rain	Heavy rain
7	Light rain	Heavy rain	Heavy rain
8	Light rain	Heavy rain	Heavy rain
9	Heavy rain	Heavy rain	Thunderstorm
10	Heavy rain	Thunderstorm	Thunderstorm
11	Heavy rain	Thunderstorm	Thunderstorm
12	Heavy rain	Hurricane	Hurricane

Hepmonaland Weather Tables (Savannah)

Roll 1d12 for sky, temperature and precipitation.

Sky: clear 1-4 / pc 5-8 / over 9-12*

Temp.: cool 1-2 / warm 3-8 / hot 9-12**

Prec.: no 1-5 / yes 6-12†

* +1 to roll in Thunder or Storm

** -1 to roll in winter

† +1 to roll in the month of Thunder, +3 in Storm

Savannah Precipitation

Roll 1d12 at morning, midafternoon and evening; select according to starting temperature.

1d12	Cool	Warm	Hot
1	Drizzle	Drizzle	Drizzle
2	Drizzle	Drizzle	Light rain
3	Drizzle	Light rain	Light rain
4	Drizzle	Light rain	Light rain
5	Light rain	Light rain	Light rain
6	Light rain	Light rain	Light rain
7	Light rain	Heavy rain	Heavy rain
8	Light rain	Heavy rain	Heavy rain
9	Heavy rain	Heavy rain	Heavy rain
10	Heavy rain	Thunderstorm	Thunderstorm
11	Heavy rain	Thunderstorm	Thunderstorm
12	Thunderstorm	Hurricane	Hurricane

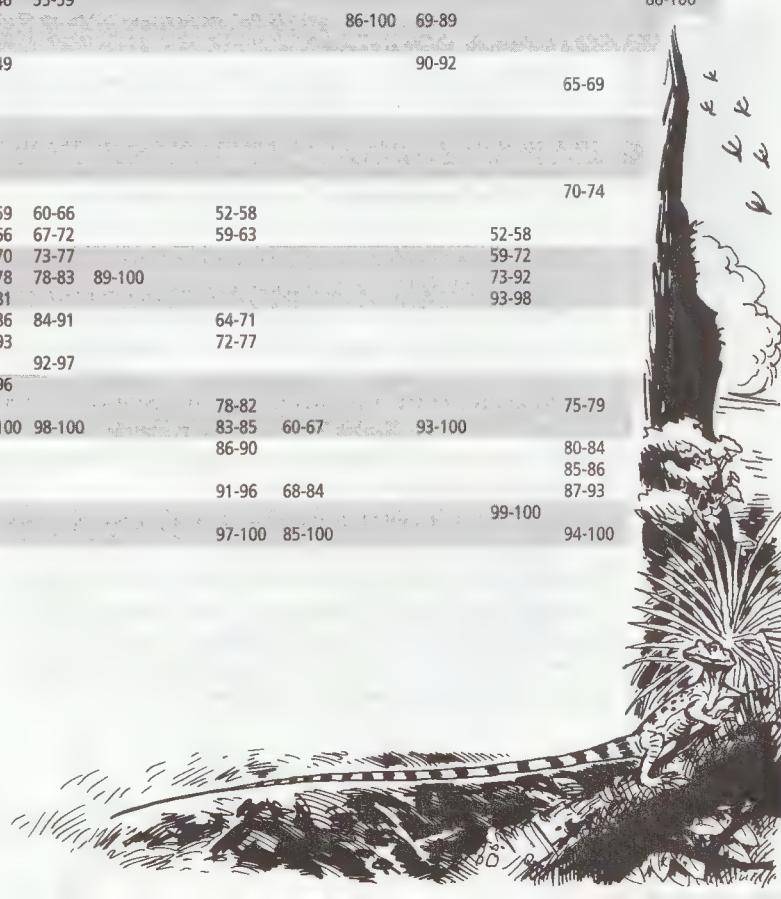
FAUNA: ANIMALS & MONSTERS

A wide variety of creatures live in Hepmonaland, with most somewhat familiar to the people of the Flanaess. Giant insects are common in the northern lands, and snakes of all sorts inhabit the jungles. Herbivorous quadrupeds can be found everywhere; apes, rhinos, onco and elephants round out the list of grazers. Great cats, hyenas and giant reptiles feed on the herbivores, as do several types of humanoids. Some of the odder creatures live in the southlands, but these are confined to small regions.

Hepmonaland

Encounter Tables by Geographic Region for Hepmonaland

CREATURE	Centeo Jungle	Zolteo Jungle	Otobo Jungle	Xaro Mtns.	Hezcuá Mtns.	Imianme Hills	Kelo Hills	Azteotl Hills	Odan Ridge	Kyalo Hills	Okeo Hills	Ino Hills	Adaro Forest	Tabo Forest	Avali Swamp	Akialo Swamp	Pelisso Swamp	Kabrevo Plains	Yano Desert
aarakocra																			
ankheg																		01-03	
ant, giant	01-05	01-06	01-06			01-04	01-05	01-08		01-07	01-08	01-16	05-10					04-06	01-18
ape (carnivorous)	06-10		07-11				06-10			08-13									07-14
baboon			12-20										11-18						
bat	11-18	07-15	21-29			05-10	11-18	9-26	01-11	14-21	0-24								
beastman	19		30-31				19-23				22-25								
bee, giant soldier	20-24	16-20	32-35	01-04	16-24	11-13				12-18									
bee, giant worker	25-30	21-25	36-39	05-08	25-34	14-21				19-26									
beetle, boring						22-25									01-22	01-08			
beetle, rhinoceros	31-36			09-14	35-45	26-30	24-30			26-32					09-13				19-37
beetle, stag	37-41					31-36									23-46	14-25			
black dragon																	01-07		
brass dragon													25-28					38-45	
bugbear	42-45	26-32	40-44	15-30				31-45			33-43								
bullywug				31-41											26-44				
cheetah																		15-21	
chimera						37-40													
couatl							27-30												
crocodile															47-73	45-60	08-28		
displacer beast								41-44											
dragonne								45-49							17-24				
elephant	33-41	45-52													19-23			22-30	
fire giant															25-36				
giant sundew									27-33							61-64	29-39		
gnolls	46-51																	31-36	
gorilla	51-57		53-60	42-44				46-51			44-49				29-56	37-62			
horsefly, giant								50-54							57-68				
human	58-67	42-52	61-72	45-48	46-68	56-60	52-57	31-44	34	50-54	69-72	63-90	32-37	20-59	74-85	65-68	40-51	37-50	45-60
hyena						61								38-42				51-56	
jaguar	68-72	53-58	73-77	49-53				62-64							73-76			57-59	61-68
lammasu (lesser)																		58-64	
lion															43-45				
lizard, giant	59-64							65-67			35-41				77-88	91-100	46-51		69-87
lizard, minotaur	65-68							68-69	58-61		42-46	55-59							88-100
lizardmen									70-72						86-100	69-89			
manticore	69-74															90-92			
mantrap	73		78-79								47-49								70-74
mongrelman	74-76		80-84	54-59					45-74										65-69
onco	77-82			60-62															
owlbear						73-78													
pegasus						79-81													
peryon						82-86													
rhino		85-86																	70-74
snake, constrictor	83-85	75-79	87-93	63-67	69-74	87-89	62-69		50-59	60-66					52-58				
snake, giant constr	86-87	80-83	94-98	68-72	75-78	90-92	70-75		60-66	67-72					59-63				52-58
snake, giant pois	88-89	84-87		73-78		93-95	76-80	75-82	67-70	73-77									59-72
snake, poisonous	90-93	88-92		79-84			81-87	83-92	71-78	78-83	89-100								73-92
snake, spitting	93-94	99-100							79-81										93-98
spider, hairy	94-96			85-92	79-94	96-98			82-86	84-91					64-71				
spider, large						99-100			87-93						72-77				
tabaxi	97-98						88-100			92-97									
tasloï		95-97		93-98	95-100				94-96						78-82			75-79	
termite, giantary									97-100	98-100					83-85	60-67	93-100		
thornslinger	99-100														86-90				80-84
tiger																		85-86	
wemic																		87-93	
wild horse															91-96	68-84			
yuan-ti		98-100		99-100				93-100							97-100	85-100	99-100		94-100
zebra																			





FLORA

Many of the plants common to the southern tropical Flanaess can be found in Hepmonaland. Banyan, baobab, deklo, mahogany and palm are common sights on the jungle continent, usually intermixed with plants unique to the region. Many unusual and dangerous plants are relatively common here, such as choke creepers, giant sundews, hangman trees (in a jungle variant of the temperate plant), mantraps, shambling mounds and thornslingers. Some plants unique to Hepmonaland include:

Akat: A large, broad tree with a drumlike trunk, the akat is a soft-wood that is amazingly resistant to fire. When an akat dies, its insides rot first, making a hollow space that animals use for homes and some tribes use for hiding things. Akat berries are red, tasty and slightly poisonous to humans, especially when combined with alcohol (works as a type P poison, +2 to save normally, -1 to save when combined with alcohol).

Bato: A cousin to the pitcher plant, the bato has large, cuplike flowers filled with a pungent liquid. This liquid hardens in high temperatures, and is used as a glue.

Goni: A round black flower with gold eyelike spots, the goni is guarded by many thorns, but its pollen is used as a sleep aid and a painkiller. Natives use it to incapacitate the severely wounded so they may be treated, and native shamans and witch-doctors use it to bring dream-visions.

Jev: A contorted, thin-trunked tree with sticky sap, the jev's foliage consists of long thin branches covered in tiny leaves. The branches have some mobility, which the tree uses to maximize its exposure to sunlight; a group of writhing jev competing for light is a strange and unnerving sight. Small predatory animals conceal themselves in its branches, using the plant's movements as camouflage.

Kola: A rare stiff-stemmed plant with large orange bell-shaped flowers, the kola's nectar is extremely toxic to most non-insect animal life (type D poison, save at -2). Natives carefully squeeze the blossoms so the nectar drips onto their bladed weapons. The poison degrades materials made from animal tissue such as waterskins, leather, bone and wool, and so it must be stored in metallic or glass containers (each plant has 1d4 flowers; each flower provides 1/2 ounce of nectar, enough for one weapon).

Miro: Also called the "drink tree," the squat miro desiccates the soil around its roots by drawing moisture into its fruit, a pale-orange, peachlike food. If not eaten, the transplanted water causes the fruit to swell to almost four times its size, finally bursting open and spraying seeds over a wide area. Natives have learned to pierce the swollen fruit to get at the sweet juice inside; if done properly, the juice can be "harvested" several times before the fruit drops.

Pok: The pok is a thin vine that simultaneously sports blue flowers and fat blue berries. Its berries and blossoms have incredible curative properties, with the berries very effective in neutralizing many sorts of poisons (giving the imbibers a new save vs. poison if taken before the onset time) and the flowers helpful in healing wounds (a character with the healing proficiency can heal an additional 1 point of damage when pok flowers are used as part of the treatment).

Xantla: The xantla is a strong reedy tree that reaches heights of 200 feet. Its branches occur at regular intervals, and its flat leaves spread horizontally to create separate "floors" on the tree, each of which shelters local animals. Xantla nuts are thumb-sized and encased in a hard shell; the shell tastes very sweet — although most creatures cannot actually chew it — and the nut meat has a mild flavor.

Note that the soil of the jungle has antiseptic properties; characters suffering from foot injuries have little need to fear infection if they walk around barefoot. Likewise, a poultice of the native earth prevents infection in a wound and helps cure an existing infection; natives with the herbalism proficiency will know or can deduce this and make use of the knowledge.

The vines hanging everywhere in the jungle link the surrounding vegetation; strong winds cause foliage to move, but the effect doesn't propagate far, and even hurricane-force winds rarely do more than blow loose items and leaves around. The vines also hold trees in place long after they die; chopping down a tree requires removing all the vines anchoring it to its fellows. An underground root network reinforces the flora's connections. These vines and roots can be as thick as a man's arm or even larger; many are barbed and some contain weak poisons, although most such poisons are extremely watered down.

Normal plants grow to huge sizes in the superhydrated and fertilized jungles; ordinary flowering plants can reach the height of a man. Many common jungle plants, including the ever-present vines, have medicinal or toxicological uses (type K, L or M poison); the natives are aware of this, and commonly apply botanical poisons to their war-weapons. Weapons used for hunting will only be poisoned if the substance becomes nonpoisonous quickly or is neutralized by cooking or stomach acids.

For an excellent reference on life in the jungle, see the article "Real Jungles" in DRAGON Magazine #228.

MAJOR NPCs OF HEPMONALAND

Anesh, the One Whose Teeth Cross: [N elephant m; HD 11; hp 65; Int 18, Wis 17; age 240] Though few have seen him, the Touv speak of a wise old one who lives in the southern lands, traveling with his wives and children in search of knowledge. He prefers to listen instead of talk, but his centuries of experience draw people seeking advice from many miles away. Anesh is an ancient elephant with genius Intelligence, dusty brown skin and great tusks that cross. He wanders the upper Kabrevo and lower fringes of the Otobo with his three wives and their young. He understands Touv and some Olman, but can communicate only in his own language (spells such as *speak with animals* work normally). He is fully versed in jungle and savanna lore, of people, flora and fauna.

Geval: [LN hm F17; hp 101; Dex 16, Con 15; age 78; *girdle of hill giant strength, ring of regeneration*] Although this Touv looks like a crazy toothless old man, Geval is a master warrior who has trained students from all over southern Hepmonaland, including Princes Onvoc and Kyoto. Although he owns a small farm on Lake Keli, he spends at

least six months of the year traveling and training students throughout the Touv lands. Rumor has it that he was granted permanent safe passage through Ichamanna because the warrior-king of that serpent land owed him a favor. Geval refuses to start a school, preferring to work with smaller groups without being tied down to one area.

Ibo: [LG hm W17; hp 35; Int 17; age 34; *ring of protection +3, staff of thunder and lightning, many scrolls*] The elder brother of Princess Ili, Ibo studied sorcery until he inherited the throne when his father died. He abdicated to his sister less than a year later and went back to his studies. Since then, he has increased his knowledge and power and is probably the most powerful wizard living in Hepmonaland. He crafts long-lasting spells that aid the common people, distributing them on charms and trinkets. To many, he is known as "the" Ibo, as his name evolves into a title.

Nila: [AC 5; MV 15; HD 8; hp 60; THAC0 13; #AT 1; Dmg 3d6 (bite); SA charge at 24 for +2 to hit; SD regenerate 3 hp/round; SZ M (5' tall at shoulder); ML 17; AL NG; Int 3; XP 2000] This brown-dusted white hound may be a stray servant of Breeka. She has been seen warning predators off cattle, rescuing people from water and killing wild animals for hungry families. It is said that she visits old Anesh, as well. She shows no fear and is friendly toward humans who offer her food or speak gently to her. Although her Intelligence is barely above that of an animal, she understands human speech. More than once she has walked away from seemingly mortal wounds.

Nevet: [NG hf P15; hp 65; Str 15, Int 15, Con 15; age 45; many potions] Either a wandering high priestess of Uvot or an Oerth-bound proxy for the spirit, Nevet is a tall, athletic Touv woman who wanders the land spreading the teachings of the benign Touv spirits. Every year, she spends a week in each major city renewing the faith of the priests. She walks the land the rest of the year, using her knowledge and magic to benefit the people. The blight of Tolanok concerns her greatly, and she has made several pilgrimages to the barren city.

Sakris: [NE yuan-ti m F10; hp 75; Int 15; age ??; (bronze) *short sword of quickness, (iron) short sword +1/+4 vs. reptiles*] Everyone in southwest Hepmonaland has heard of Sakris, the albino snake-man. With human legs, scaled torso and arms, and an adder-like head, Sakris normally covers his flesh with clothing, paint or mud. He is calmer than his Ichamannan fellows, speaking against their frequent raids into Ikelan. He and some of his warriors rove the southern Zolteo, warning visitors away before they attract the attention of his kin in the city. Sakris is the equivalent of a 10th-level warrior specialized in short sword, and while he prefers to talk people out of fighting, he will not hesitate to attack those who threaten or insult him or his people.

Xatak: [NE hm F8; hp 53; Dex 17, Con 18; age 28; *cloak of the couatl, (bronze) short sword of sharpness*] A haughty warrior and suspected assassin, Xatak has an unattractive mix of Olman, Suel and Touv traits. He leads a mercenary band of undesirables from Cuhuetla

and Xolapeqa, fighting for anyone willing to pay him. He wears a *cloak of the couatl* (new magic item, see appendix) and carries a bronze *short sword of sharpness*. He is 8th level, and all of his 30 mercenaries are at least 3rd level.

ADVENTURE HOOKS

Death on Black Wings: Black dragons have been attacking ships passing the Pelisso Swamp. Some of these attacks are from the air, but most have been from the water, normally at night. One or more dragons strike against an anchored ship, holing it and looting the wreckage after it sinks.

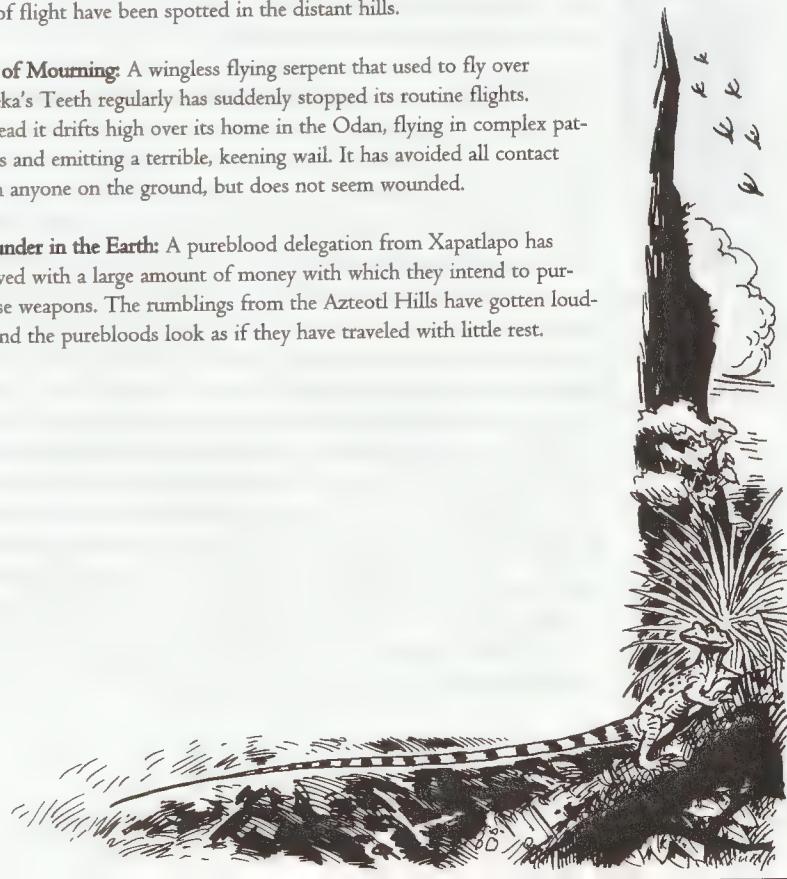
Fire of the World's Heart: The twin peaks of the Ino Hills have begun to spout black smoke, and a fine layer of ash has settled on the city of Byanbo, accompanied by a terrible stench. A mysterious glow from the mountains lights the black plumes, and the resounding drums of the fire giants are keeping people awake at night.

Pray to a Different God: The bullywugs of the Akialo Swamp have started to get organized and proclaim allegiance to Wastri, the "dread god of the northern swamps." They are also collecting the small black cones and pyramids from which they plan to build a temple to their new deity. What they will do when this temple is completed is unknown.

Raiders From the Mountain: The flying snake-monsters of the Imianme are stepping up their assaults on humankind, though they carry away their victims rather than kill them. Strange man-snake crossbreeds capable of flight have been spotted in the distant hills.

Sky of Mourning: A wingless flying serpent that used to fly over Breeka's Teeth regularly has suddenly stopped its routine flights. Instead it drifts high over its home in the Odan, flying in complex patterns and emitting a terrible, keening wail. It has avoided all contact with anyone on the ground, but does not seem wounded.

Thunder in the Earth: A pureblood delegation from Xapatlapo has arrived with a large amount of money with which they intend to purchase weapons. The rumblings from the Azteotl Hills have gotten louder and the purebloods look as if they have traveled with little rest.





A MEDIO JUNGLE

RACES OF THE AMEDIO JUNGLE

The human races of the Amedio Jungle are the Olman and the Amedian. The Olman are immigrants from Hepmonaland and conform to the physical characteristics of those Olman. The term "Amedian" properly refers to any inhabitant of the Amedio Jungle, but most use the term to refer to the tanned and freckled descendants of the Suel, and the remainder of this work will use this definition. The Amedian are physically identical to Hepmonaland Suel.

HERALDRY OF THE STATES AND PEOPLES OF AMEDIO

Several hundred tribes live in the Amedio Jungle, each regularly warring with, conquering and being absorbed by others. As such, little effort is made for a distinct totem or symbol for each tribe, with individuals choosing a favorite animal or color as their personal icon. Only Telaneteuli, Hucaeua and Xamaclan retain true heraldic symbols: a bat-like humanoid on a field of green, a jaguar's head on mottled brown and green, and an eye superimposed on a ziggurat, respectively.

THE HISTORY OF THE PEOPLES OF THE AMEDIO JUNGLE

The Olman and the Amedian are not the first intelligent races to rule the Amedio jungle. Fragmentary records from the Olman city of Tamochan and other sites indicate that the earliest civilization of this region belonged to a race of reptiles almost identical to modern-day troglodytes. These beings lived more than three thousand years ago and were evil and quarrelsome. Worshipping various demon princes, they claimed trophies such as skulls and skins from their enemies — normally rival tribes that worshipped different demon princes — and developed advanced means of mummification; preserved bodies of animals and the ancient troglodytes appear in certain sites, and writings imply that their sorcerer-kings had themselves mummified in hopes of continuing beyond death. The empire of the troglodytes fell around -1700 CY. There is evidence that an amphibious race larger than modern bullywugs lived in the jungle at this time, although any interactions they may have had with the troglodytes is unknown. Giant unintelligent reptiles also wandered the land, the descendants of which include the bonesnapper and several varieties of giant lizard.

The power vacuum left by the fallen troglodyte empire allowed a race of intelligent gorillas to gain ascendancy around -1600 CY. Calling

themselves *d'kana*, they built a peaceful civilization of large tribal nations based on order and trust. The *d'kana* evidently developed spell-casting, since remains found in rare crypts or mausolea are often accompanied by unmistakable spell components. There is no evidence of a war during the time of the *d'kana*, so it is possible that their wizards and priests received troublesome omens and withdrew their people before the violent Olman came to the land in approximately -1200 CY. Most modern Amedian and Olman tribes tell tales of "dakon-apes" in the forested foothills of the Hellfurnaces, probably near-civilized descendants of that once-great empire. Explorers in that region have found modern tools, weapons and jewelry similar to items found in ancient *d'kana* interments, but locals claim that the "black-hands" do not like to be approached.

Two other intelligent mammalian races emerged during the time of the *d'kana*. The evil *kech* actually predate the *d'kana*, and some mummified remains date back to the time of the troglodytes, but they did not thrive until the reptiles were gone. The benign beastmen also multiplied rapidly while the *d'kana* were in power, aided by their camouflage ability. It is interesting to note that the *kech* and the beastmen ignore each other and do not interact in any way; the reason or motivation for this remains a mystery.

The Olman that arrived from Hepmonaland did so around -1000 CY, long after the *d'kana* vanished. Finding this new land largely uninhabited by intelligent foes, the Olman burned off large swaths of jungle to make their progress through the Amedio easier, stopping when they found sites of which their gods approved. They built great cities, burning away the nearby jungle to make room for farmland. Seven cities were built, each surrounded by villages and farming communities. The land around each city was considered a kingdom, with the city its capital, but all city-states owed allegiance to the high capital city in the central Amedio. While these city-states initially considered themselves colonies of the Hepmonaland Olman empire, all seven had declared themselves independent before -800 CY, when they discovered that the old empire was dead. From that point forward, the Amedio Olman considered themselves the true Olman civilization.

The new Olman empire extended from the southernmost jungles of the Amedio through the Olman Islands and onto the northernmost part of Hepmonaland, as well as a few scattered settlements on the Tilvanot peninsula. The city-states prospered for over 500 years, but eventually they turned on each other in a series of destructive internal wars over

control of certain mines, choice of emperor and religious differences. Over the course of the next century five of the seven cities were destroyed, their people sacrificed by rival cities' priests and their lands reclaimed by the jungle. Only the northernmost city (Tamoachan) and the southernmost (Xamaclan) survived these wars. Several writings predicted a many-eyed god bringing a fiery death, although the records are so fragmentary that it is unknown if this referred to an event like the Rain of Colorless Fire or something like an invasion of beholders.

Even isolated Tamoachan suffered in those tumultuous times. Priests differed in their predictions for the city's fate, but bad weather caused poor crops for at least two seasons. Although there are no written records of the events around -425 CY, modern explorers have filled in the details with powerful divination spells, which revealed that the arguing priests eventually escalated their conflict to magical warfare. While their battle only lasted a day, terrible spells and summoned monsters ravaged the city, causing the citizens to flee for their lives and not return. The jungle crept over the abandoned walls of Tamoachan and completely hid it within a decade.

The Olman had discovered remnants of the troglodyte culture and declared that their civilization had fallen because the gods had judged them lacking. It is ironic that their own civilization collapsed due to rivalries between agents of their own gods. It is also possible that one of the demon princes the reptiles worshipped (perhaps Demogorgon) was angered by the rise of the human empire and destroyed their works in the Amedio.

Although most of their cities were destroyed, the Olman might still have regained their former glory and built new cities if it hadn't been for the arrival of the Suel. Fleeing the destruction of their own lands by the Rain of Colorless Fire, many Suel traveled southward along the eastern Hellfurnaces and entered the Amedio, where they immediately came into conflict with the resident Olman. These two races have been fighting each other almost continuously in the thousand years since the Twin Cataclysms. Neither side is willing to negotiate, nor do they take prisoners, both sides sacrificing their fallen and captured foes to their gods.

By -350 CY, one Suel house had reached the northern shore of what is now called Matreyus Lake, where they discovered the ruined Olman city of Elatalhuibile. These Suel were stereotypical examples of their race, cruel and evil, and they tortured and oppressed any that they could reach. The city fell for unknown reasons around -170 CY; even now the place suffers one or more terrible curses.

Little changed in the next 700 years. The Olman and Suel battled each other and among themselves for food, territory and slaves, and for the glory of fighting. In this churning mess of permanent civil war, the arrival of the Sea Princes in about 530 CY was barely noticed. The Princes explored the Olman Islands and cut their way into the Amedio, enslaving the natives they didn't kill. The Amedio slaves were sent back to the Hold of the Sea Princes as cheap labor, or kept in their native lands to dig mines, clear vegetation and pick fruits for export. Thousands of natives died from mistreatment, malnutrition and unfamiliar diseases they contracted from the Holders. Some tribal leaders recognized the threat and managed a few retaliatory attacks against their would-be captors, but most of the natives saw the northern slave-takers as a way to eliminate their ancient enemies, and began slaving raids of

their own, selling conquered opponents to the Sea Princes for iron weapons, cheap jewelry, alcohol and minor magic items. This pattern continued until 584 CY when the Scarlet Brotherhood arrived.

When the Sea Princes surrendered to the Scarlet Brotherhood after the Night of the Death-List, the Brotherhood acquired all the lands claimed by the Sea Princes. One of their first actions was to clap chains on most of the Holders residing in the Amedio and add them to the cargo of the slave barges; few of these Holders survived long at the hands of their former slaves. The Brotherhood then recruited among the Suel-blooded natives; offering them weapons and positions in the military, the Brotherhood would grant the slaves freedom if they would fight for the Scarlet Sign. Thousands of Amédians accepted the offer, eager for the chance to fight other outworlders. Olman were not given this opportunity, as they were of inferior human stock. Under the Scarlet Brotherhood's banner, the captured Amédian Olman and the Olman of the Olman Islands were doomed to even worse treatment than they had suffered at the hands of the Sea Princes: Under the guidance of Father Marshenref (now Father of Thralls), Olman were cross-bred with a local lemur-like creature, creating the slave race of rullhow.

The Brotherhood restructured the outworlder presence in the Amedio, halting advances into the jungle and pulling back from some fortifications that were less defensible. The Brotherhood controlled the entire northern peninsula (called "the Hook" by the Sea Princes) and all northern coastal areas within 60 miles of the shore. Using the Sea Princes' fleet stationed at Narisban, and aided by wizards and charmed sea monsters, the Brotherhood completely blockaded traffic between the Densac Gulf and the Azure Sea.

The Holders' uprising in 589 CY caused the Brotherhood to lose most of their land in the Hold of the Sea Princes. While this has weakened their control over the western Azure Sea, the Brotherhood still patrols Jeklea Bay and seeds it with sea monsters. It has, however, caused them to rethink their strategy in the Amedio; they have slowed their slaving activities and instead focus on exploiting the other resources of the Amedio, such as woods, fruits, spices and metals. The Brotherhood has extended its reach to its limits, and is wary about trying to hold on to too much at too great a distance.

THE AMEDIO JUNGLE'S INFLUENCE ON THE FLANAESS

The Amedio remains a place of mystery to most of the Flanaess because so little information has been brought back from it. It wasn't until 584 CY, when the Matreyus expedition brought back detailed notes and artifacts from the jungle, that the Amedio became something other than a distant hazard to be avoided. These notes allowed some to realize that certain unusual items traded by the Sea Princes were products of the Amedio. The jungle became even more real to the people of the Flanaess when the Scarlet Brotherhood began unloading slaves and warriors in Flanaess ports. As the Brotherhood controls most access to the Amedio, trafficking in its goods is kept to a low trickle; it will take the ousting of the Brotherhood from their jungle bases to allow Amédia resources any major influence on the rest of the world.



LANGUAGES SPOKEN IN THE AMEDIO JUNGLE

Amedi

This corrupted form of ancient Suel took a different path than the Rasol language of Hepmonaland. While speakers of ancient Suel can understand about 40% of what is said in Amedi, a speaker of Amedi is completely incomprehensible to one who speaks Rasol, and vice versa. Amedi has a few written characters representing key concepts, but no true written form; those knowledgeable in ancient Suel can recognize similarities between the Amedi runes and written Suel.

Beastman

The beastman language is very intricate, consisting of vocalizations, hand gestures, body posturing and alterations in the speaker's fur patterns and colors. This last component prevents non-beastmen from communicating in anything but the simplest terms, even if they become fluent in the verbal and somatic portions of the language.

Dakon

It is presumed that the dakon have their own language, although as they have not been heard to speak on the rare occasions they are encountered, nothing is known about it. Their physiology is similar enough to humans that they might be able to master human speech, and vice versa.

Kech

The scattered tribes of kech share a common language and bits and pieces of Olman and Amedi. Few have taken the time to learn Kech, as the kech are universally violent and dangerous, and the language is rather primitive, with no written form.

Olman

The Olman spoken in the Amedio Jungle still retains much of the vocabulary and structure it had a thousand years ago; a speaker of the original Olman would be able to understand 60% of the modern language. While usage, pronunciation and accents vary slightly between the Olman Islands and the many tribes of the Amedio, enough similarities remain to allow speakers of Olman from differing locales to communicate effectively. Its written form is pictographic and contains thousands of characters, and it takes years to grasp the meaning of all of the symbols. Written Olman has been forgotten by almost all of the Amedi tribes that use the spoken tongue; only the people of Xamaclan retain the use of the written form.

POTENT AND USEFUL SYMBOLS AND RUNES USED IN THE AMEDIO JUNGLE

What little runic usage remains in the Amedio is a curious combination of old Suel runes and occasional Olman-style depictions of plans, animals and celestial phenomena. Symbols tend to carry several meanings — a rune depicting a jaguar might mean the presence of jaguars, or danger, or the need for stealth, depending upon subtle variations in the drawing. As such, it is very difficult for a non-native to correctly interpret the meanings without magical aid.

CALENDAR OF THE AMEDIO JUNGLE

The dominant calendar of the Amedio Jungle is that of the Olman, brought with them during their migration around -1000 CY. As this region varies little from season to season, the calendar is based on cycles of Luna and Celene, which the Olman call Mazlateotl and Apocatequil. Each nation adopted different names for the months and days based on their patron gods and high priests, so there are too many variants to list, although numerically the calendars are all identical. While most of the jungle civilizations have dissolved and their people regressed, those who still track time, such as the Xamaclan, use the Olman calendar. The starting year for the Amedio Olman calendar is -805 CY, the year the Olman of the Amedio declared themselves the true Olman nation. It is now year 1395 in the Olman Lunar (OL) calendar.

RELIGIONS OF THE AMEDIO JUNGLE

The Olman of the Amedio Jungle worship the same gods as their cousins in Hepmonaland. Regional differences account for minor name changes or differences in appearance. Two points to note are alternate names for two of the Olman powers. The god Tezcatlipoca is worshipped under a different aspect by some Amedio Olman; as god of the moon and lightning, he is known as Apocatequil. The bat-god Camazotz is worshipped here as Zotzilaha, who includes an aspect of vampirism and the underworld. These gods and their priests are detailed elsewhere in this book.

The Amedian worship a few gods from the original Suel pantheon. Llerg is widely worshipped and is honored exclusively by many tribes; the Amedian pronounce this god's name "Hlerg." Beltar and Pyremius are popular choices of the cannibalistic tribes, as are certain demon princes such as Juiblex and Demogorgon. Given the prevalence of strange plant life, it is possible that Zuggtmoy may also have worshippers in the Amedio. The Suel deities and their priests are described elsewhere in this book, and the demon princes are detailed in DMGR4 *Monster Mythology* (TSR #2128, 1992).

SOCIAL RANKS, STATUS, TITLES & HONORIFICS OF THE AMEDIO JUNGLE

Amedian

The Amedian have developed ideas about power that are very similar to the Olman: Without power, one is unworthy of respect. However, the Amedian have also retained the affinity their ancestors have for magic, and witch-doctors (wizards) are almost as common as priests. Tribal leaders still tend to be warriors or priests, although some witch-doctors have taken over tribes when they grew powerful enough. The tribal leader is addressed as *sar*, meaning "father," probably a corruption of the Suel word for father, *sahar*. The Amedian exhibit more equality between sexes than the Olman, although most people with power tend to be male. They normally don't sacrifice their own tribesmen, reserving that fate for their enemies. Many tribes eat the sacrificial remains, seeking to absorb the strength of their enemies.

Olman

The Olman tribes of the Amedio are brutal savages, thinking nothing of killing all the warriors of a tribe, finding the village of their defeated foes and sacrificing the noncombatants in a bloody ritual. They respect only power, and their terms of respect are all derived from *etli*, the Olman word for "powerful." The tribes are led by either the greatest warrior or, more commonly, a priest; all tribes in the Amedio are male-dominated. The leader and the warriors are the highest rank in the tribe, whereas the women and children are little more than slaves, and the true slaves are completely beneath contempt; a priest may use any non-warrior as a sacrifice if he sees the need for it.

The Olman of Xamaclan are a different matter entirely. The people of this city see duty and thought as more important than power, and their social ranks reflect this. Soldiers receive much respect, as do teachers, priests, wizards and philosophers. The nobles are privileged by birth but respected only if they use that privilege to increase their learning and better the status of their people.

WEAPONS, ARMOR & CLOTHING

The things worn and carried by the Olman and Suel of the Amedio Jungle are very similar to those of Hepmonaland, except that the overall level of civilization in this jungle is much lower than Hepmonaland's, so the Amedio items are of lower quality. Most tribes use the blowgun, which was developed by one or both races about 1200 years ago; it is commonly used when a stealthy attack is needed. Some tribes learned limited ironworking from captured Holders and manufacture iron darts for their blowguns, giving them double the normal range; these darts are normally poisoned.

The Olman of Xamaclan have a higher standard of living than their tribal relatives, with a distinctive clothing style — loose, short-sleeved tunics of white or cream with elaborate geometric patterns sewn along the edges. Men wear loose trousers and females wear long skirts. Important families sew or dye patterns on the fronts of their tunics, and jewelry is popular with both sexes and all classes, with most individuals having pierced earlobes and nose.

The beastmen of the Amedio rarely wear clothing or jewelry, as it interferes with their ability to camouflage themselves. They use blowguns, bolas, weighted nets (for the rare times they wish to capture foes), and stone knives, axes and spears. They do not decorate or adorn their weapons, seeing such things as a detraction from the item's usefulness.

The dakon — and their presumed ancestors, the d'kana — do not wear clothing or armor, although they do carry jewelry, tools and weapons, mainly clubs and knives. These things have been found engraved with a braided or knotwork pattern or with images of trees and animals; this may represent some aspect of dakon religious life, who may see all plants and animals as part of a whole — a reasonable assumption given the apparently ordered and lawful society of the d'kana.

The kech wear no clothes or armor, relying on their natural armaments for attack and defense. They produce no useful or valuable items such as tools or adornments, although they occasionally collect the valuables from creatures they have slain and devoured, so to an untrained eye it might seem that they imitate the styles of the other sapient of the jungle.

MONEY AND NONMAGICAL TREASURES

The Olman of the Amedio have retained their forefathers' traditional form of currency, the notched coin. When their cities fell, they lost the knowledge and ability to make more coins and began using uncut gems and small granules or nuggets of precious metals as media of exchange. However, the people of Xamaclan retained the knowledge of metallurgy and continue to make their own coins. The invading Suel brought their own money, but as they descended into savagery they, too, forgot how to shape such things. Now both Olman and Amedian tribes use rough valuables and ancient minted coins interchangeably. Coins are often attached to clothing or used as jewelry, especially earrings, because of their uniform shape. Olman and Amedian jewelry is similar to Hepmonaland Olman and Suel jewelry.

A GLOSSOGRAPHY OF THE STATES OF THE AMEDIO JUNGLE

The Amedio Jungle is a region filled with many wandering tribes of various sizes and few permanent settlements. This section details the few defined areas that are under permanent or semi-permanent control of a stable group. The other areas are populated by countless small tribes (20–100 individuals, half of which are combat-ready hunters and warriors) of Olman or Amedian descent. The Olman tribes tend to be of true neutral alignment, sometimes tending toward chaotic or evil depending upon which god is the tribe's patron; headhunting is a common practice. The Amedian tribes are typically chaotic, equally divided between neutral and evil; many tribes are cannibalistic.

**Chetanicatla (cheh-tan-ih-CAT-lah),
Land of the Eye-God**

His Observant Majesty, The Ravenous King, The Trembling Earth,

Xuxeteanlahucuxolzapaminaco (gibbering mouth)

Capital: Chetanicatla (pop. 1,000)

Population: 3,000 (?)

Demihumans: None

Humanoids: Few

Alignment: N

Resources: Gems (rubies, emeralds, sapphires), gold

Chetanicatla was once the capital of the Amedio Olman empire. It and the other city-states prospered in typical Olman fashion, with frequent raids into the countryside and regular mass sacrifices to the Olman gods, until -490 CY when Emperor Tloqasikukuatl was assassinated by priests of Zotzilaha. This plunged the empire into open warfare between the noble houses and priests, each ordering their personal guards into the fray. Other cities became involved when messages from three different people each claiming to be the new emperor demanded an increase in tribute and sacrifices in the name of the emperor. Sensing the potential for advancement, younger nobles of the nearby cities to the north banded their forces together and attacked the capital. The imperial army retaliated, destroyed the offenders, and then went on to sack the cities responsible.

While the army was away, a minor childhood illness that had altered into a virulent strain affecting adults struck the empire, causing



madness, high fever and death. The people of the capital succumbed to this illness first, and the city's population rioted in the streets. Survivors wandered off into the jungle. The army returned after the sacking of the two cities and found Chetanicatla in shambles, with commoners, nobles and priests battling each other over food, jewelry and territory. The soldiers intervened long enough to contract the illness, but before they showed symptoms they were ordered to drive back citizens of the two closest southern cities, Hucanuea and Telaneteculi, which were taking advantage of the chaos to raid the imperial mines. The diseased warriors of Chetanicatla slaughtered the miners and, maddened by the illness, split into two groups and attacked those two cities. They were quickly slaughtered, although their fresh corpses were the doom of the city of Hucanuea and the unholy salvation of the Telaneteculi.

Back at the capital, the three most powerful priests of the god Huhueteotl had protected themselves with repeated *cure disease* spells. However, they neglected to *cure* a gibbering mouther that guarded their temple. The disease either caused a mutation or awakened a latent ability in the monster, giving it heightened intelligence and additional magical abilities. It promptly ate its former masters. With the help of its gibberspawn and its physical might, the creature — which agglomerated the names of the three priests to create its name — carved out a seat of power in the already-maddened capital.

The gibbering mouther has lived in the largely abandoned city ever since. Its numerous offspring patrol the streets of Chetanicatla, eating any creatures they catch, and the gibberspawn control the few people still living here. This city is unique in the Amedio in that it is nearly devoid of vegetation — anything that can be reached is eaten by the ever-hungry walking mouths. Its mines are still active, although the city does not trade with outsiders; all valuable goods are brought to the Eye-God. In the presence of the gibbering mouther and its young, the earth of this region is permanently semi-firm and mud-like, even though there is insufficient ground water to account for this.

Hucanuea (hoo-can-oo-EE-ah)

No leader

Capital: Hucanuea (pop. 1000)

Population: 1000 (werejaguars)

Demihumans: None

Humanoids: None

Alignment: NE

Resources: Gems (sapphires, topazes, many semiprecious stones), gold

Hucanuea was the smallest of the seven Olman city-states and was continually reminded of this by the capital and the other states. After years of being patronized by their fellows, the people of Hucanuea grew so incensed that they arranged to have their miners empty the imperial mines when the capital was in turmoil from the emperor's assassination. This act of theft was discovered; after slaughtering the miners, the warriors of Chetanicatla marched on Hucanuea. Fortunately for the little city, the army was suffering from the new sickness by the time it arrived, and its soldiers were easily dispatched by the defenders of Hucanuea.

During the removal of the bodies, the people of Hucanuea were

exposed to the sickness. Furthermore, the werejaguar population of the city — considered a blessing, due to their veneration of Tezcatlipoca — seemed especially vulnerable to the disease, reverting to their animal form and slaughtering most of the civilians. A few lycanthropes overcame the disease, but by then it was too late; most of the people had died or had fled into the jungle.

Now Hucanuea is a home to the descendants of those surviving werejaguars. They spend most of their time in animal form, hunting, sleeping and breeding. As they have little interest in manual labor, their city's mines are unworked. Olman tribes that live near the city give the place a wide berth, remembering legends of fierce, unkillable beasts that bring death with their touch — a corruption of the historical events, but not too far from the truth.

The Mist Kingdom

Fundamental Thought (mist dragon matriarch)

Population: 9 (mist dragons)

Demihumans: None

Humanoids: Beastmen (200)

Alignment: N

Resources: rare woods, platinum

The seven islands known as the Mist Kingdom are nearly always shrouded in fog, rendering them invisible beyond one mile. The most powerful inhabitants of the islands — an old family of mist dragons — prefer it this way, avoiding contact with other creatures; only a few tribes of beastmen are allowed on the island, for all other intelligent creatures have been driven away or slain by the dragons. Neither the dragons nor the beastmen produce or harvest an excess of goods, so the kingdom does not export any resources.

The first two mist dragons came to these islands over 700 years ago. A century after their arrival, Fundamental Thought and Sincere Assertion raised a clutch of two, one of whom left the islands to wander the former home of its parents. The three dragons were joined by Vehement Debate in 102 CY, who fathered a clutch of two with Fundamental Thought. Since then, the dragons have hatched three more young, and now each of the nine dragons claims a part of one of the seven islands.

This family of mist dragons is somewhat more social than others of their type; although they do not go out of their way to see each other, they encounter one or more of their relatives at least once or twice a year. The youngest sometimes visit the mainland to sample the different flavors of mists available, but the elders are content to breathe the fog of their home island and contemplate philosophy. Every few decades, one or more attacks the pirates who try to establish camps in the Mist Kingdom; a few pirates are always left to carry the tale back to their fellows. The dragons seem content with their current numbers, not yet wishing to expand outward from their secluded home.

Telaneteculi (teh-LAHN-et-eck-oo-lee)

Zotlatlan, Dread Lord of Night, The Everburning Flesh (undead m, P14 [Zotzilaha & Mictantecuhtli])

Capital: Telaneteculi (pop. 105)

Population: 3000

Demihumans: None

Humanoids: None

Alignment: NE

Resources: gold, silver, rare woods

With the empire crumbling, prophecies of death for his people and a field of diseased corpses rotting outside his city, king Zotlatlan thought that his world was about to end. He spoke a prayer to Mictantecuhtli, begging that the death god spare his city. Instead, Zotzilaha answered by transforming Zotlatlan into a new form of vampire. Living on blood, breathing fire and able to shapechange into a great hybrid-bat form, the undead prince found that rather than propagating his undead nature when he feasted, he instead turned his people into a form of werebat. Although his people could not pass their curse on to others, their change bred true, so the prince saved his people from a slow death one by one.

Although he is evil and requires fresh blood to live, Zotlatlan genuinely cares for the people of his city. The descendants of his original subjects go about their daily lives much as their ancestors did, swarming only when their curse forces them into a monthly bloodlust. The prince wisely closed his borders, since he knew that in the outside world his people would be considered too great a threat to live. However, a tropical storm earlier this year destroyed much of his city and killed most of his lycanthrope followers, and now he is considering making personal visits to various tribes to bribe or threaten them into accepting his strange gift; the alternate is a rapid decline into oblivion for his city.

Xamaclan (za-MAHK-lan)

First Guardian, Grandchild of the Four Suns, Hepilactlu (hm, F8)

Capital: Xamaclan (pop. 12,000)

Population: 25,000

Demihumans: None

Humanoids: None

Alignment: LN

Resources: gold, silver, food, rare woods

The Olman city-state of Xamaclan is the last surviving piece of true Olman civilization in the Amedio jungle. Largely isolated, it weathered the storm of rebellion, disease, warfare and madness that struck down its sister city-states. Now Xamaclan is a heavily structured society of hard-working Olman, worshipping a broad pantheon of deities led by Quetzalcoatl; they have abandoned their peoples' practice of human sacrifice, using prize animals instead. Their large nation is half jungle and half savanna, each cultivated for its resources. The forest provides lumber and the mines within it precious metals, while the grassy plain has small farms and domesticated herds of tropical cattle such as bongos, antelopes and gazelles, as well as unusual creatures such as axe-beaks, which are valued for their meat and plumage. Boars and goats are kept in captivity in the plains or the forest.

During the past 500 years, most of the monsters of this region have been killed or chased away, with the exception of manticores, which are stubborn opponents. Large predators such as cheetahs and jackals are occasionally tamed and used as guard animals. A small number of onco, transplanted from Hepmonaland, are kept in the king's private reserve; the wild onco have been hunted to extinction. The sacred animal is the couatl, seen just frequently enough to be recognized as more than legend.

Xamaclan established a small amount of trade with the foreign nations across the Hellfurnaces, although the difficulty of crossing them keeps this from happening more than once or twice a year. Some of the Axuxal islanders come to Xamaclan to trade, but this is erratic and amounts to very little in terms of volume or value.

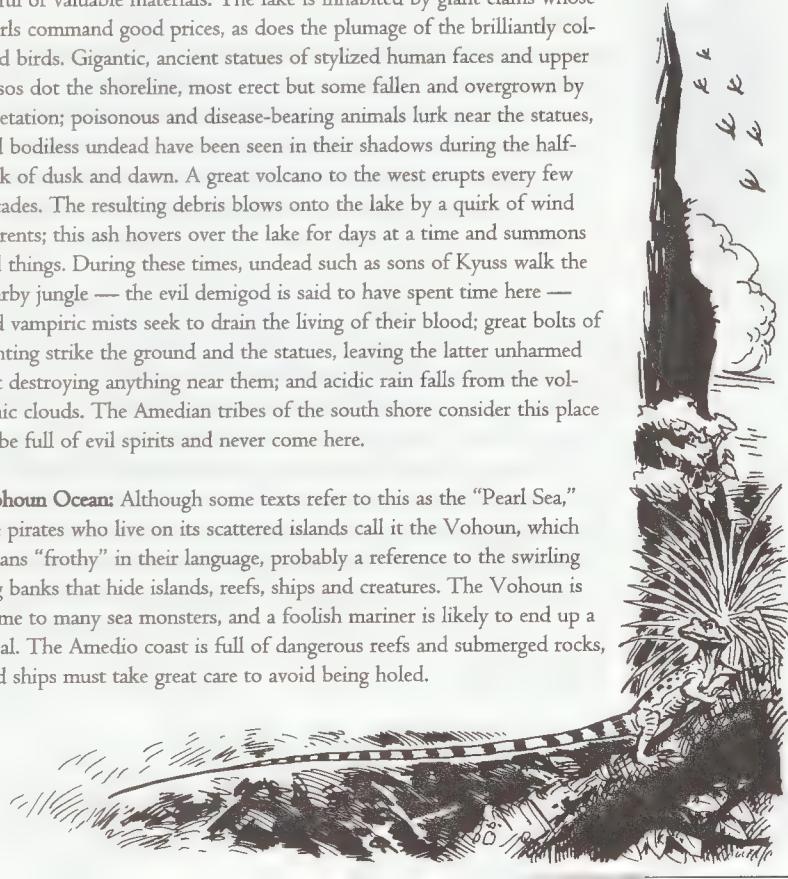
Major Geographic Features of the Amedio Jungle

The Amedio Jungle embraces many types of terrain. Numerous small rivers run from the Hellfurnaces toward the sea, sometimes forming small lakes or swamps along the way. Small hills jut from the jungle floor, often raised by volcanic activity. Storms tear paths through the jungle, forming open spaces unprotected by layers of foliage from above. The jungle itself is very much a living entity and is always changing. The small lakes, swamps and hills that might serve as landmarks are transitory, vanishing over years or even months. The following are the more permanent geographic features of the Amedio Jungle.

Bodies of Water

Storm Lake/Matreys Lake: The north side of this lake is the former Olman city of Elatalhuile, later discovered by Suel who fell victim to or caused a great curse on the place. Trees line the shore and produce useful or valuable materials. The lake is inhabited by giant clams whose pearls command good prices, as does the plumage of the brilliantly colored birds. Gigantic, ancient statues of stylized human faces and upper torsos dot the shoreline, most erect but some fallen and overgrown by vegetation; poisonous and disease-bearing animals lurk near the statues, and bodiless undead have been seen in their shadows during the half-dark of dusk and dawn. A great volcano to the west erupts every few decades. The resulting debris blows onto the lake by a quirk of wind currents; this ash hovers over the lake for days at a time and summons evil things. During these times, undead such as sons of Kyuss walk the nearby jungle — the evil demigod is said to have spent time here — and vampiric mists seek to drain the living of their blood; great bolts of lightning strike the ground and the statues, leaving the latter unharmed but destroying anything near them; and acidic rain falls from the volcanic clouds. The Amidian tribes of the south shore consider this place to be full of evil spirits and never come here.

Vohoun Ocean: Although some texts refer to this as the "Pearl Sea," the pirates who live on its scattered islands call it the Vohoun, which means "frothy" in their language, probably a reference to the swirling fog banks that hide islands, reefs, ships and creatures. The Vohoun is home to many sea monsters, and a foolish mariner is likely to end up a meal. The Amedio coast is full of dangerous reefs and submerged rocks, and ships must take great care to avoid being holed.





Mountain Ranges

Hellfurnaces: The equatorial Hellfurnaces appear to be even more volcanic than their northern brothers, with six major active volcanoes known, as well as a dozen smaller ones. The mountains contain many evil things that enjoy warm climates, such as red dragons and fire giants, the former served by firenews and the latter by hell hounds. Legends speak of an ancient war between the giants and the dragons, both sides using orc armies and the Suel Imperium getting involved at some point. Manticores are common in the lower reaches. The whole range is riddled with passageways that conceal many evil subterranean creatures.

Marshes and Wetlands

Chetanicatla Mire: While not a true swamp, the presence of hundreds of gibbering mousers over the years has permanently softened the land around the city of Chetanicatla. Larger creatures which have difficulty moving easily over the infirm earth have migrated from the region, leaving it a haven for smaller creatures and fliers of all sorts. The ground is solid about a yard below the surface, so while buildings and trees have sunk somewhat, they still stand and are not likely to sink farther.

Savannas and Plains

Polahecu Grassland: The high grass of this plain feeds and conceals herds of wild and domesticated animals as well as countless smaller creatures such as rodents, anteaters, lizards and birds. The grass also allows predators to stalk their prey, although most of these predators are mundane, and those dangerous to man have been eliminated. Small sections of the grassland have been cleared by the people of Xamaclan to grow maize and squash.

Islands

Isles of Axuxal: These five islands were settled by peaceful families from the shattered Olman nations. The Axuxal people live in caves on the overgrown hills of their islands, coming down to the shore to fish from their outriggers. Occasionally they find an interesting object or need worked items and travel to the mainland to trade with Xamaclan. They otherwise prefer to their simple existence, and avoid contact with others. The pirates leave them alone as they have no wealth and make poor slaves.

Pirate Isles: The pirates of the tiny islands of the Vohoun appear to be predominantly Olman with some Flan, noticeable in their lighter skin tones and wavy or curly hair. They speak a mix of these two tongues unique to the islands; its written form only has terms for nautical matters. The pirates are familiar with the territories and migration patterns of the most dangerous aquatic beasts of the Vohoun and travel accordingly. The pirates themselves are fanatics, most of them members of death cults or perhaps worshippers of demon princes; they sail the Amedio coast looking for small, poorly defended villages or isolated Brotherhood ships. Some travel eastward to the other islands in the Vohoun or even to Hepmonaland. About once a generation, a pirate leader builds camps on the islands of the Mist Kingdom to make attacks on the mainland easier; they are inevitably driven back into the sea by the dragons.

Rivers

Aneku River: This river runs past a Xamaclan mine and the city itself before emptying into the Vohoun.

Atikula River: Daughter of the Xatalati, it is difficult to cross due to high numbers of carnivorous fish that live in it.

Bodal River: This river's original Olman name has been forgotten. It is unusually warm due to underground lava at its source.

Ezolatl River: This river overruns its banks every rainy season and has been known to flood a small mine nearby. This flooding causes minor course changes nearly every time.

Havekihu River: This narrow river is faster and cooler than the Bodal.

Lopi River: This short, fast river drains into the southern portion of Matreyus Lake. It is considered a holy river by the Amedian tribes.

Talat River: A daughter of the Aneku, it is much slower than its parent, creating intermittent swamps along its length.

Xatalati River: This river defines the border between the northern half of the Amedio, which is predominantly Suel, and the southern half, which is predominantly Olman.

WEATHER OF THE AMEDIO JUNGLE

The Amedio is guarded by steep mountains on one side and a large inland sea on the other; its weather is more constant and gentler than that of Hepmonaland, which juts from the rest of the Flanaess as if daring storms to approach. The jungle receives a heavy rainfall almost every day during low and high summer. During the other months the rain decreases, falling once or twice a week. Its northern half rarely sees serious storms, although the southern portions are hit by large tropical storms at least every other year; these storms destroy large amounts of vegetation and the animals that live there, but the jungle recovers quickly and after a few years little evidence of these storms remains.

The air is hot and humid, and ground fog is typical in the mornings. Fogs sweep in from the sea, often concealing aquatic monsters. The western regions of the jungle are constantly threatened by volcanic eruptions from the Hellfurnaces. The ash and poisonous gases from these peaks normally blow west onto the Sea of Dust, but sometimes they drift over the jungle, killing everything in their path. The northern half of Matreyus Lake attracts these clouds, and ash and gases hover there for days at a time after an eruption.

Amedio Jungle

Amedio Weather Tables (Rainforest and Savannah)

Roll 1d12 for sky, temperature and precipitation.

Sky:	clear 1-2 / pc 3-6 / over 7-12
Temp.:	warm 1-7 / hot 8-12
Prec.:	summer: no 1 / yes 2-12, winter or spring: no 1-9 / yes 10-12

Precipitation

1d12	Warm	Hot
1	Light fog	Light fog
2	Drizzle	Drizzle
3	Drizzle	Light rain
4	Light rain	Light rain
5	Heavy rain	Heavy rain
6	Heavy rain	Heavy rain
7	Heavy rain	Heavy rain
8	Heavy rain	Heavy rain
9	Heavy rain	Heavy rain
10	Heavy rain	Heavy rain
11	Heavy rain	Heavy rain
12	Heavy rain	Heavy rain

FAUNA: ANIMALS & MONSTERS

The Amedio has a wide variety of mundane and strange animals, most of which are similar to those of Hepmonaland. This issue became greatly confused when the Olman brought Hepmonaland animals to this region and the imported fauna battled with local beasts for ecological niches: If a Hepmonaland creature does not live here, there is something very much like it in its place. The most glaring exceptions are the onco and the elephant, neither of which exist in the Amedio jungle, though images of them appear in Olman art; the former were hunted to extinction, except for a few in a private collection in Xamaclan, and the latter were too large to transport with ease.

General Amedio Encounter Table

01-17	Insects & Arachnids Table
18-43	Mammals Table
44-60	Plants & Fungi Table
61-75	Reptiles Table
76-100	Misc. Creatures Table

Insects & Arachnids Table

ant, giant	01-20
beetle, fire	21-38
dragonfly, giant	39-45
hornet, giant	46-55
insect swarm	56-61
spider, jumping	62-74
spider, trapdoor	75-90
termite, giant harvester	91-100

Mammals Table

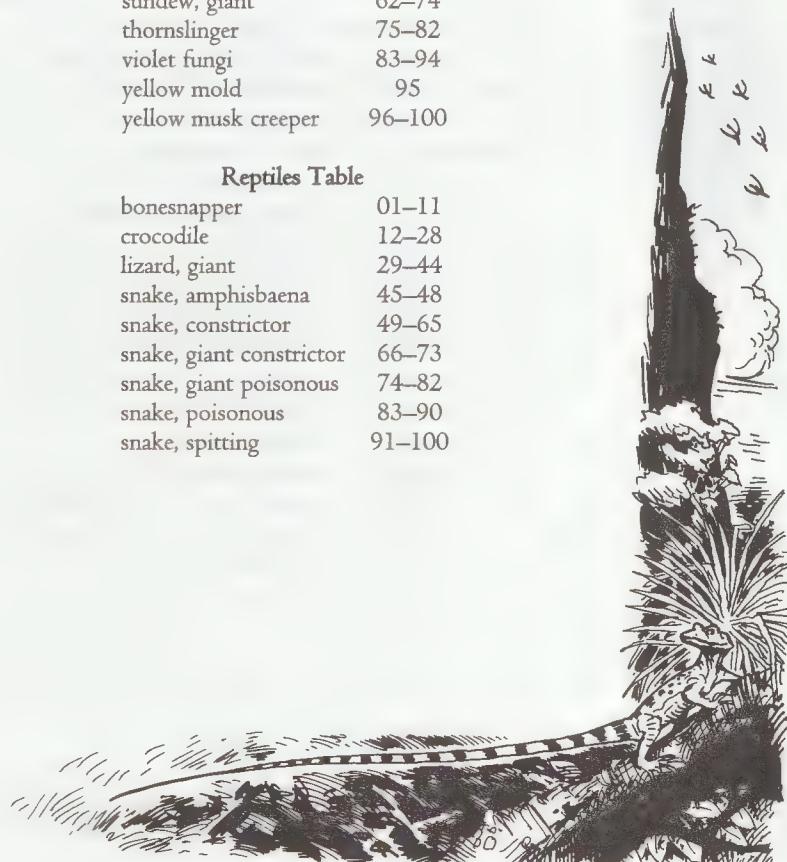
baboon	01-13
beastmen	14-17
carnivorous ape	18-30
dog, wild	31-45
gorilla	46-57
jaguar	58-62
kech	63-64
leopard	65-68
rat, giant	69-81
tribesmen	82-89
weasel, giant	90-93
werebat	94-95
werejaguar	96-98
wereleopard	99-100

Plants & Fungi Table

algoid	01
choke creeper	02-09
gas spore	10-14
green slime	15-21
kampfult	22-24
mantrap	25-30
obliviax moss	31-35
olive slime	36-38
phycomid	39-45
pitcher plant	46-58
polyp, giant	59-61
sundew, giant	62-74
thornslinger	75-82
violet fungi	83-94
yellow mold	95
yellow musk creeper	96-100

Reptiles Table

bonesnapper	01-11
crocodile	12-28
lizard, giant	29-44
snake, amphisbaena	45-48
snake, constrictor	49-65
snake, giant constrictor	66-73
snake, giant poisonous	74-82
snake, poisonous	83-90
snake, spitting	91-100





Misc. Creatures Table

eel	01–15
eel, electric	16–25
flail snail	26–27
gibbering mouther	28
leech	29–42
leech, giant	43–51
piranha	52–61
slug	62–70
slug, giant	71–78
vampiric mist	79–83
water elemental	84–85
wight	86–90
will-o-wisp	91–100

Scarlet Brotherhood Domains Table

01–30	Scarlet Brotherhood work detail
31–35	Scarlet Brotherhood explorers
36–40	Scarlet Brotherhood slaving group, leaving fort
41–45	Scarlet Brotherhood slaving group, returning to fort with slaves
46–60	Scarlet Brotherhood ore transport party
61–80	Scarlet Brotherhood lumber transport party
81–100	use General Amedio Encounter Tables

Elatahuihle Environs Table

01	child of Llerg (jungle giant)
02–10	gibberling
11–17	hornet, giant
18–26	leech (diseased)
27–32	leech, giant (diseased)
33–41	rat, giant (carrying disease)
42–46	shadow
47–48	snake, amphisbaena
49–52	snake, giant poisonous
53–58	snake, poisonous
59–63	snake, spitting
64–65	son of Kyuss
66–67	spectre
68–73	spider, jumping
74–80	spider, trapdoor
81–85	weasel, giant (carrying disease)
86–90	wraith
91–100	use General Amedio Encounter Tables

Chetanicatla Environs Table

01–05	dragonfly, giant
06–17	gibbering mouther
18–27	gibberspawn
28–32	hornet, giant
33–36	insect swarm
37–52	leech
53–61	leech, giant
64–65	manticore
66–82	rat, giant
83–87	snake, constrictor
88–91	snake, poisonous
92–94	snake, spitting
95–96	vampiric mist
97	werebat
98–100	will-o-wisp

Telaneteculi Environs Table

01–05	jaguar
06–10	leopard
11–30	lizard, giant
31–50	werebats
51–100	use General Amedio Encounter Tables

Hucanuea Environs Table

01–20	jaguar
21–30	lizard, giant
31–35	werejaguar
51–100	use General Amedio Encounter Tables

Xamaclan Environs Table

01–20	axebeak
11–25	cheetah
26–27	couatl
28–40	jackals
41–45	manticores
46–100	use General Amedio Encounter Tables*

* There are few predatory creatures in the Xamaclan lands; if a predator is rolled for this region using the general tables, roll 1d6, and if the result is 4 or less, replace the predator encounter with a harmless herbivore.

Mist Kingdom Table

01–10	beastmen
11–15	mist dragon
16–100	use General Amedio Encounter Tables*

* With the exception of mist dragons and beastmen, there are no intelligent creatures on the islands of the Mist Kingdom; replace any such encounters rolled with a herbivore.

FLORA OF THE AMEDIO JUNGLE

As with the fauna, the plants of the Amedio Jungle have many similarities to those of Hepmonaland, especially as the migrating Olman brought many types with them from their homeland. The Amedio now has many plants that originated far to the east, including the bato, miro and pok. The Amedio has also fostered a panorama of dangerous fungal and colonial vegetation, including green and olive slime, yellow mold, oblixiav moss, violet fungi, gas spores and phycomids. It also has many variants of the giant sundew, mantrap and pitcher plant. The Amedio is otherwise similar to Hepmonaland in the nature of its exuberant and hostile ecology.

MAJOR NPCs OF THE AMEDIO JUNGLE

Children of Llerg: There are enough legends among the Amedian tribes of giant-sized people who killed sea monsters and single-handedly conquered enemy tribes that these creatures must exist, even though no physical evidence of them has been discovered by the Sea Princes or the Scarlet Brotherhood. These "children of Llerg" or "Suel giants" do exist but are born very rarely — a tribe that has shown great ferocity in battle has a 1% chance of being blessed with the birth of a Suel giant in the next year. These children are born of normal Suel-blooded parents, and appear normal except for their rapid growth rate and incredible health; the Suel giants mature at almost twice the rate of normal children and continue to grow until they reach their full height of about 18 feet. Except for their coloration, which is exactly like that of the Amedian, Suel giants conform to the Jungle Giant entry in the *MONSTROUS MANUAL* tome. The Scarlet Brotherhood has offered a reward of 1000 gold pieces and a promotion to anyone capturing a Suel giant alive so that the Brotherhood may study it.

Tlazarantli: This Olman warrior (hm, F11) has achieved legendary status in his own lifetime for his many successful raids against the Sea Princes and the Scarlet Brotherhood. He has freed over 500 would-be slaves from the white invaders, and continually undermines their plans and waylays their exploratory forces. The Brotherhood has a bounty on his head equal to 1000 gold, a +1 spear, and fifty slaves; the native hero has gone into hiding for a time to avoid being captured. He carries a rope of climbing, a luckstone and a +3 spear.

Xuxeteanolahucuxolazapaminaco: This creature is the greater gibbering mouther that rules the city of Chetanicatla. It considers itself a god. It is willing to eat its subjects or its young if it requires sustenance. It views every other living thing either as food, a servant or both, and will destroy anyone who threatens its world-view.

Zotlatlan: The king of Telaneteculi and possibly the only tlokasazotz (Olman bat-vampire) in existence, Zotlatlan is a blood-drinking monster who cares about the welfare of his living subjects. Arrogant as only an ancient Olman priest (P14) can be, he flies into a rage if he hears his people have been harmed and retaliates personally if the offending party can be found. He is especially worried now that so few of his people

remain; this makes him overprotective and reactionary, as well as causing him to consider "recruitment" of people from neighboring tribes. He can be bribed with expensive jewelry or the blood of exotic (to him) animals. Zotlatlan is considered a priest of Mictantecuhtli and Zotzilaha, able to cast spells from the granted spheres of both gods, although he is not a specialty priest of either god and gains no additional abilities as such.

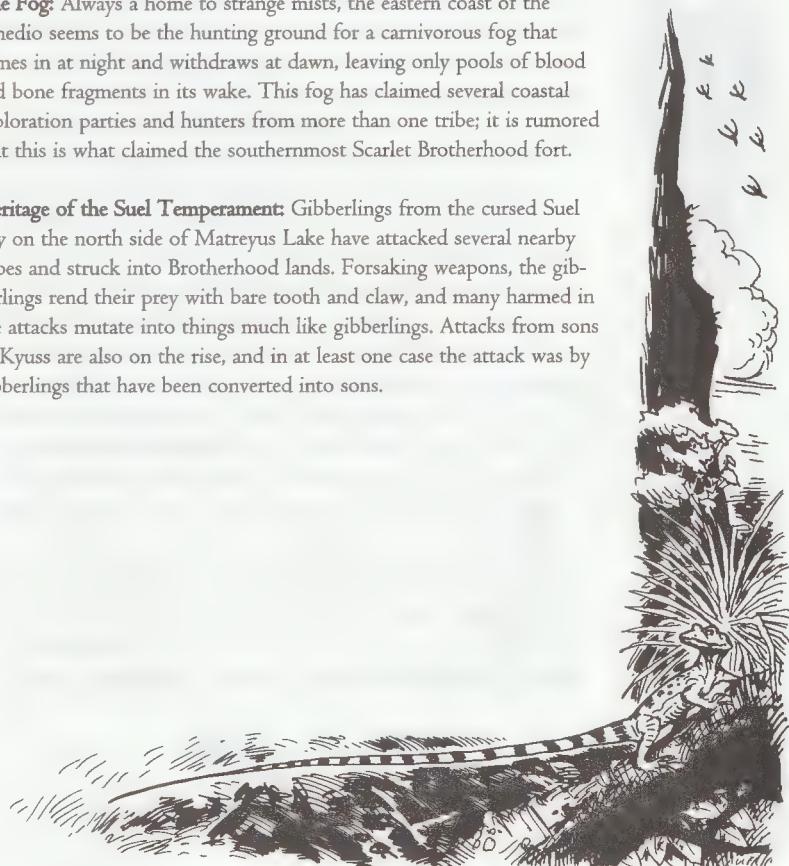
ADVENTURE HOOKS FOR THE AMEDIO JUNGLE

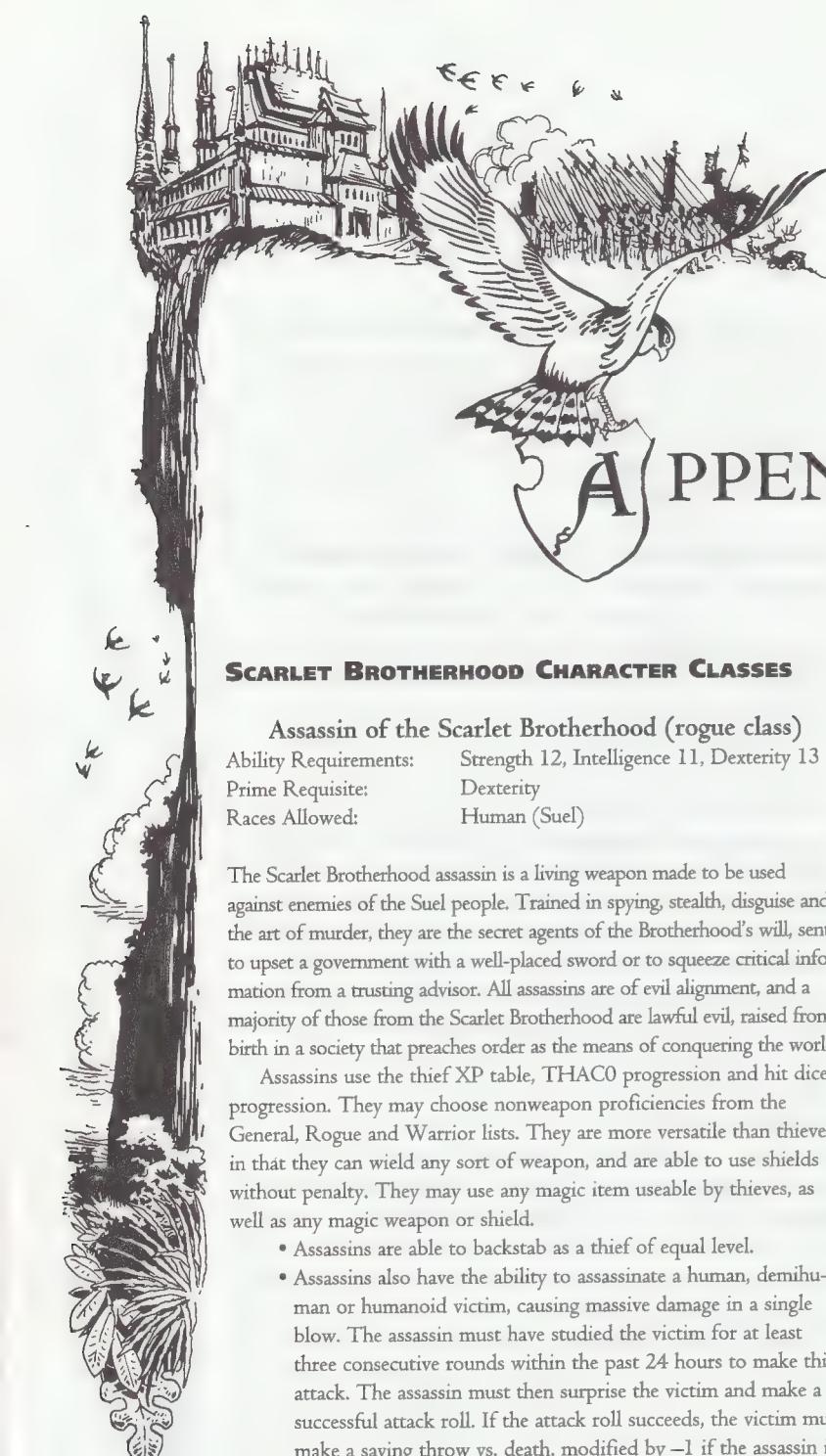
Determined Pirates: Some pirates of the Vohoun have been exploring northward and attacking ships; driven by some unholy rage, they bring their boats beside their target and set their own vessel aflame, forcing them to swarm onto the enemy ship. Those ships that have survived an attack have been badly damaged by the burning of the pirate ship. All pirates have had a spiral brand on their foreheads and have attacked with a complete disregard for their own lives.

Ghosts in the Trees: In the past few months, orange-furred ape-men with six fingers on each hand have been spotted more and more frequently southeast of Matreyus Lake. Appearing from nowhere and blending into the greenery with unnatural ease, these brutes apparently have several magical powers, and may be trying to give someone a warning, or they could be scouting their next targets. They are bar-lgura, a type of demon, summoned long ago by a tribe of Suel and staying around to cause trouble out of sheer malice; the bar-lgura are detailed in the *PLANESCAPE® MONSTROUS COMPENDIUM® Appendix* (TSR #2602, 1994).

The Fog: Always a home to strange mists, the eastern coast of the Amedio seems to be the hunting ground for a carnivorous fog that comes in at night and withdraws at dawn, leaving only pools of blood and bone fragments in its wake. This fog has claimed several coastal exploration parties and hunters from more than one tribe; it is rumored that this is what claimed the southernmost Scarlet Brotherhood fort.

Heritage of the Suel Temperament: Gibberlings from the cursed Suel city on the north side of Matreyus Lake have attacked several nearby tribes and struck into Brotherhood lands. Forsaking weapons, the gibberlings rend their prey with bare tooth and claw, and many harmed in the attacks mutate into things much like gibberlings. Attacks from sons of Kyuss are also on the rise, and in at least one case the attack was by gibberlings that have been converted into sons.





APPENDIX

SCARLET BROTHERHOOD CHARACTER CLASSES

Assassin of the Scarlet Brotherhood (rogue class)

Ability Requirements: Strength 12, Intelligence 11, Dexterity 13
Prime Requisite: Dexterity
Races Allowed: Human (Suel)

The Scarlet Brotherhood assassin is a living weapon made to be used against enemies of the Suel people. Trained in spying, stealth, disguise and the art of murder, they are the secret agents of the Brotherhood's will, sent to upset a government with a well-placed sword or to squeeze critical information from a trusting advisor. All assassins are of evil alignment, and a majority of those from the Scarlet Brotherhood are lawful evil, raised from birth in a society that preaches order as the means of conquering the world.

Assassins use the thief XP table, THAC0 progression and hit dice progression. They may choose nonweapon proficiencies from the General, Rogue and Warrior lists. They are more versatile than thieves in that they can wield any sort of weapon, and are able to use shields without penalty. They may use any magic item useable by thieves, as well as any magic weapon or shield.

- Assassins are able to backstab as a thief of equal level.
- Assassins also have the ability to assassinate a human, demihuman or humanoid victim, causing massive damage in a single blow. The assassin must have studied the victim for at least three consecutive rounds within the past 24 hours to make this attack. The assassin must then surprise the victim and make a successful attack roll. If the attack roll succeeds, the victim must make a saving throw vs. death, modified by -1 if the assassin is 4th-7th level, -2 if the assassin is 8th-11th level, and so forth. Failure means the victim dies (brought immediately to 0 hp, or -10 hp if the Hovering on Death's Door optional rule is used). If the victim makes the saving throw, normal damage occurs.
- Assassins are schooled in the use of poisons, both injected and ingested. At higher levels, most learn to manufacture their own poisons.
- Assassins can disguise themselves with remarkable skill; all assassins start with a disguise skill equal to the disguise nonweapon proficiency at +4.
- Assassins begin with all thief skills listed in Table 29 of the *Player's Handbook*. They begin with 20 discretionary points

that they may add to these base skills in any fashion. The assassin gains 20 additional discretionary points at levels 2 and 3, after which 30 discretionary points are gained per level, just as a thief.

- Assassins may learn thieves' cant if their Intelligence gives them available language slots.
- Assassins can use wizard and priest scrolls starting at level 12, with the same chance of success as a thief two levels lower.



Monk of the Scarlet Brotherhood (priest class)

Ability Requirements: Strength 9, Dexterity 13, Wisdom 9

Prime Requisite: Wisdom

Races Allowed: Human (Suel)

The Scarlet Brotherhood monk is a dedicated soldier in the war against impurity. Through study and discipline, they hone their minds and bodies until they are capable of feats impossible to normal humans, and can use themselves as weapons to preserve the virtues of their race. While they are called monks, this term does not refer to ascetic dedication to a god, but to a religious devotion toward the principles of their nation and race — fanaticism and zeal focused on their belief that they are the chosen people of Oerth, destined to rule the world. The Scarlet Brotherhood monks are all lawful evil, supporting the idea that a perfect society is one that embraces order and clearly defines the lines between races and social levels, with the Suel and monks in the top level.

Monks use the cleric XP table and gain hit dice as clerics. They may select proficiencies from the General, Rogue and Warrior lists. They are skilled in combat, having learned how to best use their bodies as a means to destroy their foes. They use simple weapons that are either existing tools or can easily be made out of nearby items, such as daggers, hand axes, clubs, staves, spears, javelins and polearms; they may also use crossbows, as the Suel have a long history with that weapon. Monks wear no armor, for it detracts from their finely honed reflexes and impedes their ability to assess their body's condition. They may use any magic item useable by Rogues, but can own no more than five magic items and may retain only the wealth necessary to support their modest needs; most monks donate excess to the Scarlet Brotherhood or use it to fund projects of interest to them, such as training a promising student or establishing a safehouse in an enemy city. Most older monks, both male and female, shave their heads when not on an outworld assignment, although his tradition has begun to fall out of practice with some of the younger monks who insist on being ready to work anywhere in the Flanaess with a moment's notice, and a shaven head makes a person stand out as a possible Brotherhood agent.

- All monks begin with the ability to do lethal damage with their hands and feet as if they were carrying weapons. This "open hand" ability begins modestly but eventually allows the monk to strike several times per round in combat and inflict wounds equal to those from the most dangerous weapons; these multiple attacks cannot be accelerated through the use of magic such as haste. Their ability to evade and to fortify their flesh against blows also gives them a bonus to their armor class, which increases by level.
- Monks can move faster than a normal human due to their training and heightened body awareness; their movement rate increases as they gain levels.
- Their keen senses allow them to perform several thief skills. Their thief skills and base scores are listed here:

Climb Walls	50%
Find (but not Remove) Traps	5%
Hear Noise	10%
Hide in Shadows	5%
Move Silently	5%

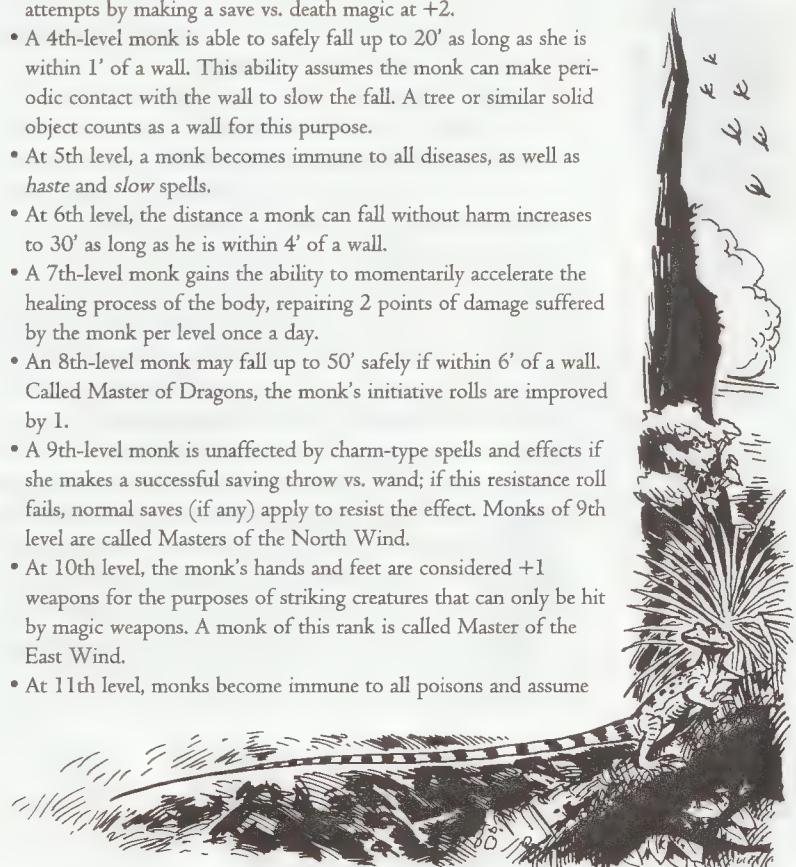
A beginning monk starts with 35 discretionary points to add to these

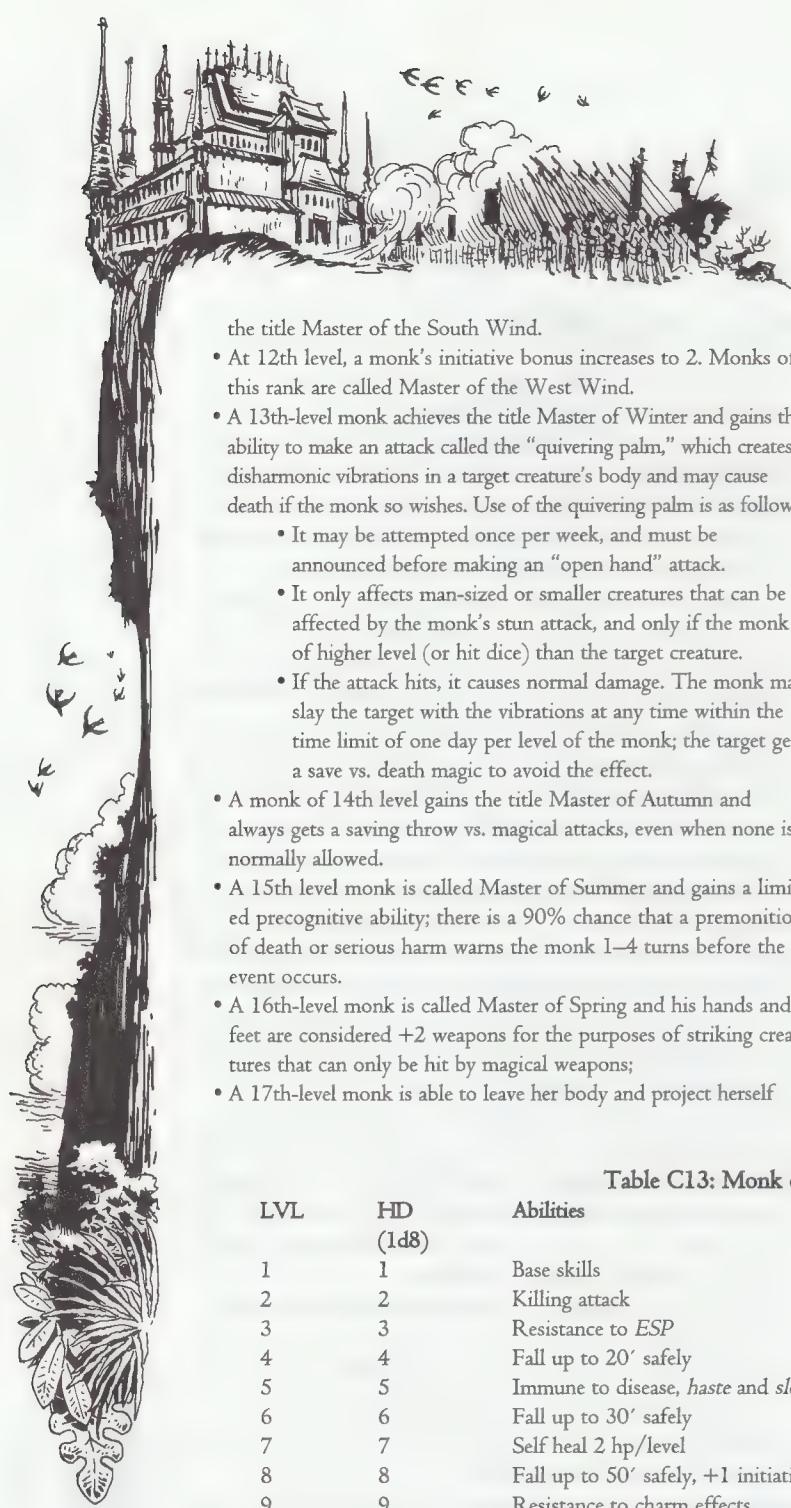
abilities. At each level gain, the monk gains an additional 15 points to distribute among these skills.

- While they prefer open-hand attacks to weapons, monks retain their awareness of anatomy and are able to cause extra damage when they use weapons against living creatures, equal to the monk's level divided by 2, rounded up. This extra damage only applies against creatures with familiar anatomies (musculature, skeletal system, joints, etc.), so this ability cannot be used against amorphous creatures such as slimes, gaseous life forms and so forth.
- Once per day per level, a monk may attempt to stun an opponent with an open-hand attack. The monk declares the intent to stun and rolls to hit; if the attack hits, the target must roll a saving throw vs. paralyzation or be stunned (unable to attack and losing all Dexterity adjustments) for one round.
- A monk may deflect an incoming fired or hurled missile (arrow, bolt, dagger, and so on) by forsaking any other action and making a save vs. petrification.
- If a monk is attacked by an effect that requires a saving throw, a successful saving throw vs. the attack results in the monk taking no damage, even if the attack was a fireball, for example.

Monks also gain several special powers as they increase in levels because of their growing mastery over their minds and bodies.

- At 2nd level, a monk gains the ability to kill opponents with a successful open hand attack. The attack must stun the target, who then must make a saving throw vs. paralyzation at +4 or die.
- At 3rd level, a monk can resist ESP or other thought-reading attempts by making a save vs. death magic at +2.
- A 4th-level monk is able to safely fall up to 20' as long as she is within 1' of a wall. This ability assumes the monk can make periodic contact with the wall to slow the fall. A tree or similar solid object counts as a wall for this purpose.
- At 5th level, a monk becomes immune to all diseases, as well as *haste* and *slow* spells.
- At 6th level, the distance a monk can fall without harm increases to 30' as long as he is within 4' of a wall.
- A 7th-level monk gains the ability to momentarily accelerate the healing process of the body, repairing 2 points of damage suffered by the monk per level once a day.
- An 8th-level monk may fall up to 50' safely if within 6' of a wall. Called Master of Dragons, the monk's initiative rolls are improved by 1.
- A 9th-level monk is unaffected by charm-type spells and effects if she makes a successful saving throw vs. wand; if this resistance roll fails, normal saves (if any) apply to resist the effect. Monks of 9th level are called Masters of the North Wind.
- At 10th level, the monk's hands and feet are considered +1 weapons for the purposes of striking creatures that can only be hit by magic weapons. A monk of this rank is called Master of the East Wind.
- At 11th level, monks become immune to all poisons and assume





the title Master of the South Wind.

- At 12th level, a monk's initiative bonus increases to 2. Monks of this rank are called Master of the West Wind.
- A 13th-level monk achieves the title Master of Winter and gains the ability to make an attack called the "quivering palm," which creates disharmonic vibrations in a target creature's body and may cause death if the monk so wishes. Use of the quivering palm is as follows:
 - It may be attempted once per week, and must be announced before making an "open hand" attack.
 - It only affects man-sized or smaller creatures that can be affected by the monk's stun attack, and only if the monk is of higher level (or hit dice) than the target creature.
 - If the attack hits, it causes normal damage. The monk may slay the target with the vibrations at any time within the time limit of one day per level of the monk; the target gets a save vs. death magic to avoid the effect.
- A monk of 14th level gains the title Master of Autumn and always gets a saving throw vs. magical attacks, even when none is normally allowed.
- A 15th level monk is called Master of Summer and gains a limited precognitive ability; there is a 90% chance that a premonition of death or serious harm warns the monk 1–4 turns before the event occurs.
- A 16th-level monk is called Master of Spring and his hands and feet are considered +2 weapons for the purposes of striking creatures that can only be hit by magical weapons;
- A 17th-level monk is able to leave her body and project herself

into the astral plane (as an astral spell); she may do this once per week, remaining away for any length of time, although the physical body still needs nourishment and will starve if not cared for. The monk that attains this rank is called Grand Master of Flowers.

The Scarlet Brotherhood enforces a strict hierarchy within its ranks of monks. Only the most skilled monks may achieve the highest levels, the weaker ones being prevented from rising by trials of ritual combat.

There are only three monks of 13th level (Master of Winter), and only one of each level above that. Until 8 years ago there were fewer monks of higher levels (three Masters of Dragons and one Master of each level above that), but Korenth Zan chose to relax this restriction, seeing the need for a greater number of powerful monks in the coming years.

When a monk reaches level 13 or higher, she must issue a challenge within one month to a monk of the same level, assuming that there is no open position at that level. If the challenged monk refuses to abdicate his rank, the two choose a time and place for their duel. The monks may fight with any weapons or special abilities available to them. Victory conditions for the battle are determined beforehand, with most battles being to unconsciousness or a certain number of hits. Cruel or vengeful defending monks of rank often insist on battle to the death.

The loser in the struggle — assuming he survives — drops to the lowest number of experience points necessary for his previous experience level and cannot challenge again for one year. The winner gains or retains the title of that level and all its associated abilities.

A monk is not required to challenge if she is not interested in the title or abilities of the new level. However, the monk is unable to gain experience points unless she involves herself in the challenge process.

Table C13: Monk of the Scarlet Brotherhood

LVL	HD (1d8)	Abilities	Move	Unarmed Attacks	Unarmed Damage	AC Bonus
1	1	Base skills	12	1	1d4	+1
2	2	Killing attack	12	1	1d4	+2
3	3	Resistance to ESP	12	1	1d6	+2
4	4	Fall up to 20' safely	15	3/2	1d6	+3
5	5	Immune to disease, <i>haste</i> and <i>slow</i>	15	3/2	1d6	+3
6	6	Fall up to 30' safely	15	3/2	1d6+1	+4
7	7	Self heal 2 hp/level	18	2	1d6+1	+4
8	8	Fall up to 50' safely, +1 initiative	18	2	1d6+1	+5
9	9	Resistance to charm effects	18	2	1d8	+5
10	9+2*	Open hand is +1 magical weapon	21	5/2	1d8	+6
11	9+4	Immune to poison	21	5/2	1d8	+6
12	9+6	+2 to initiative rolls	21	5/2	1d8+1	+7
13	9+8	Quivering Palm	24	3	1d8+1	+7
14	9+10	Always gets a saving throw	24	3	1d8+1	+8
15	9+12	Premonition of death or harm	24	3	1d10	+8
16	9+14		27	7/2	1d10	+9
17	9+16	Open hand is +2 magical weapon	27	7/2	1d10	+9
18	9+18		27	7/2	1d12	+10
19	9+20	<i>Astral projection</i> (monk only)	30	4	1d12	+10
20	9+22		30	4	1d12	+10

GODS AND POWERS

Bralm

(Flying Queen, Hive Goddess, The Toiling Lady)

Lesser Power of Acheron, N (LN/LE)

PORTFOLIO: Insects, industriousness

ALIASES: None

DOMAIN NAME: Avalas/The Hive Fortress

SUPERIOR: None

ALLIES: None

FOES: Joram, Pyremius, Tritherion

SYMBOL: Wasp on a field of insects

WOR. ALIGN: LN, LE, N

Bralm is the goddess representing the world of insects and the idea of working with others toward a common goal. Images of her are invariably an ordinary-looking human female of middle age with dark blonde hair; occasionally she is shown with insect wings sprouting from her back.

Most of her worshippers revere her industrious aspect; those seeking order through toil and rewards through hard work — such as laborers, farmers and slavedrivers — look to the winged goddess for inspiration and hope. Even some slaves follow this goddess, praying that following her path in this world will earn them a better position in the afterlife. Her role as the goddess of insects is more commonly emphasized in the hotter climates and especially in swamps and jungles, where various insect cults spread the faith of the hive queen. The idea of small pieces working together as part of a larger directed whole appeals to the Scarlet Brotherhood, which must direct thousands of agents all over the Flanaess and still maintain the Father of Obedience's goals.

Bralm gets along with most other members of the Suel pantheon but has no close friendships due to her unusual ideas about hierarchies and control; she evaluates those she interacts with and places them where she sees fit in the chain of command according to their abilities relevant to the task at hand. This sometimes results in more powerful gods being beneath weaker ones with more appropriate knowledge. She hates those who disturb her idea of perfect cohesion, and Tritherion has earned Bralm's permanent enmity for repeated slights in the past. Her dislike of fire puts her on bad terms with Joram and Pyremius.

MANIFESTATIONS:

Bralm's most common manifestation on Oerth is a swarm or carpet of normal insects; as a group they may move to form shapes or create a buzzing speech. She also has manifested as a giant wasp, an ankheg and a giant scorpion. When she is extremely angry she has been known to send a creeping doom to consume the offender. The most unusual manifestation she has been known to make was when a group of more than one hundred slaves stopped their labors and spoke in one voice against the negligent priest directing them.

The Church

CLERGY: Clerics, specialty priests

CLERGY'S ALIGN: N, LN, LE

TURN UNDEAD: C: No, SP: No

CMND. UNDEAD: C: No, SP: No

Clerics and specialty priests of Bralm gain agriculture and animal lore (insects) as bonus nonweapon proficiencies. Her followers are never granted fire-based spells. Although her clergy has no druids, her clerics and specialty priests may pray for druid spells, choosing up to one spell per character level from the druid spell lists.

Temples to Bralm are large convoluted affairs spread over a wide area. They rarely have internal doors (instead of locked entryways, guards are posted) and clergy of all levels and status may enter any part of the temple except individual personal quarters, which are normally very sparse. Built of rough stone, wood, mud and other common materials, they are easily repaired if damaged. The walls and rooms are arranged in repeating patterns that tend to confuse visitors. The larger temples often have semi-intelligent insects as pets, holy animals or guards; these insects have been trained not to attack members of the clergy, whom they recognize by scent.

Bralm's worshippers are called "Bralmi." Priests of 5th level and lower are called drones, those of 6th–9th level are called directors, and those of 10th level and above are taskmasters.

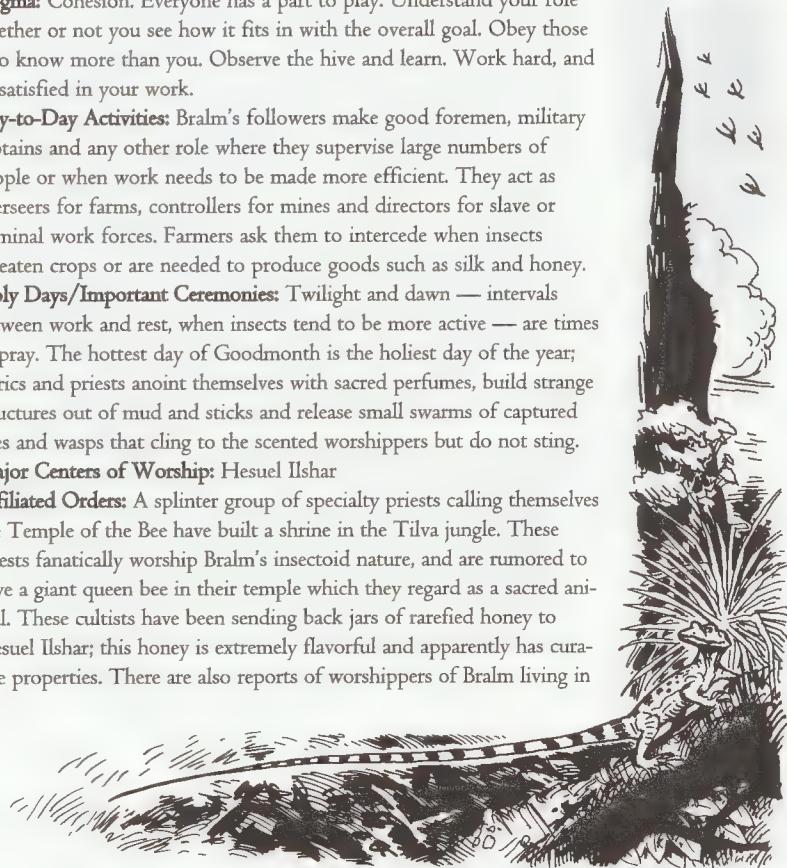
At least 75% of Bralm's worshippers are human, with the remainder being humanoid slaves and possibly intelligent insects. The human slaves who worship Bralm are of any and all races, while the free members of her congregation are almost entirely Suel (90%). 70% of her clergy are clerics and 30% are priests; females outnumber males 3 to 1. **Dogma:** Cohesion. Everyone has a part to play. Understand your role whether or not you see how it fits in with the overall goal. Obey those who know more than you. Observe the hive and learn. Work hard, and be satisfied in your work.

Day-to-Day Activities: Bralm's followers make good foremen, military captains and any other role where they supervise large numbers of people or when work needs to be made more efficient. They act as overseers for farms, controllers for mines and directors for slave or criminal work forces. Farmers ask them to intercede when insects threaten crops or are needed to produce goods such as silk and honey.

Holy Days/Important Ceremonies: Twilight and dawn — intervals between work and rest, when insects tend to be more active — are times to pray. The hottest day of Goodmonth is the holiest day of the year; clerics and priests anoint themselves with sacred perfumes, build strange structures out of mud and sticks and release small swarms of captured bees and wasps that cling to the scented worshippers but do not sting.

Major Centers of Worship: Hesuel Ilshar

Affiliated Orders: A splinter group of specialty priests calling themselves the Temple of the Bee have built a shrine in the Tilva jungle. These priests fanatically worship Bralm's insectoid nature, and are rumored to have a giant queen bee in their temple which they regard as a sacred animal. These cultists have been sending back jars of rarefied honey to Hesuel Ilshar; this honey is extremely flavorful and apparently has curative properties. There are also reports of worshippers of Bralm living in





the Sea of Dust, most likely survivors of the Rain of Colorless fire.

Priestly Vestments: Priests of Bralm wear brown or yellow robes, speckled with insect designs and embroidered in gold, green and black thread. Jewelry of gold, green and black metal is very common. During all ceremonies, the high priest wears a heavy gold pectoral with delicate crystal wings sprouting from the back.

Adventuring Garb: Adventuring priests wear simple clothing of neutral colors, with a long shirt or jerkin of brown or yellow decorated with insect symbols.

Specialty Priests (Nesh)

REQUIREMENTS: Constitution 14, Wisdom 9

PRIME REQ.: Wisdom

ALIGNMENT: N, LN, LE

WEAPONS: club, flail, hand axe, sickle, scythe, sling, staff

ARMOR: Any up to chain

MAJOR SPHERES: All, Charm, Combat, Healing, Law, Protection, Wards

MINOR SPHERES: Divination, Guardian, Necromantic, Summoning, Weather

MAGICAL ITEMS: As clerics

REQ. PROFS: Reading/writing, weather sense

BONUS PROFS: None

- Nesh are able to pray for any priest spell involving the summoning, repelling or control of insects, whether or not they have access to that spell's sphere.

- Like all clerics of Bralm, Nesh may pray for spells from the druid spheres as part of their daily selection, up to one such spell per experience level. They can never use fire-based spells. They have a +1 bonus on all nonweapon proficiency checks.

- At 3rd level, any wooden weapon in the hands of a Nesh is considered a +1 weapon for the purpose of attacking, damage and determining what creatures it can hit.

- At 5th level, a Nesh becomes immune to any poison derived from insects. They also gain +1 to saving throws vs. wands, staves and rods.

- 7th-level Nesh gain +1 to their armor class. Furthermore, their minds and bodies are so focused that they may continue to function normally if they are exhausted (as if they had the endurance proficiency and an 18 Constitution) or reduced to negative hit points, though if brought to -10 or below, the priest dies.

- 10th-level Nesh may use mass suggestion once a week affecting double the normal number of targets. When the Nesh enters combat, her allies act as if under the effects of a *bless* spell (up to one creature per level of the Nesh). Outside of combat, a like number of people working with the Nesh on a common project are +1 on all proficiency checks related to that project.

- At 13th level, normal or giant-sized insects of any type will not attack a Nesh unless magically forced to do so. All spells cast by the Nesh operate as if the Nesh were 1 level higher.

- At 15th level, a Nesh may draw a symbol of persuasion once per day.

- If they take a 5% experience point penalty at 9th level or later,

Nesh gain a limited shapechange ability, once per week for up to one hour; the priest retains her Intelligence, THAC0 and hit points, but gains the attacks and other abilities of the new form. The priest may shapechange into an aspis at 9th level, giant warrior ant at 11th level, a giant wasp at 14th level, or an ankheg of largest size at 16th level. The priest may change form only once per week, regardless of how many forms are available to her. If a Nesh gives up the experience point penalty, this ability is lost until the penalty has been paid for one month.

Llerg

(Great Bear, Animal Fang, Strongest Serpent, God of Force)

Lesser Power of Limbo, CN

PORTFOLIO: Beasts, Strength

ALIASES: None

DOMAIN NAME: Limbo/Beasthaven

SUPERIOR: None

ALLIES: Kord, Vatun

FOES: Telchur

SYMBOL: The head of a bear, alligator or giant snake

WOR. ALIGN: N, CN

Llerg is the god of beasts and physical strength. He is depicted as a huge bear, a giant alligator, an enormous snake or a short, shaggy man of sturdy build wearing furs and a great fighting girdle. All of his forms give the impression of great strength.

Llerg is worshipped by those who praise strength of the body and the fierce denizens of the animal world. Barbarians, berserkers and common warriors pray to Llerg to give them strength in battle. While not popular with the higher members of the Scarlet Brotherhood, worship of Llerg is encouraged for rank-and-file soldiers of the Brotherhood armies.

Llerg is indifferent to most of the gods in his pantheon, seeing them as too civilized. His alliance with Kord is a friendly rivalry, with Kord encompassing strength in contests and sport while Llerg's strength is that of the wild animal. The Fang was a staunch ally of Vatun, and the Oeridian god Telchur earned his eternal enmity when the Ice Giant's followers imprisoned the Suel god of winter.

MANIFESTATIONS:

Llerg sends messages to his followers through powerful animals, with his three totem beasts being the most common. He has also been known to animate cave paintings and animal skins, using them to point out or block information and locations. The god is also fond of turning sticks, straw or baskets into writhing masses of snakes to show his displeasure.

The Church

CLERGY: Clerics, specialty priests, druids, shamans

CLERGY'S ALIGN.: CN

TURN UNDEAD: C: No, SP: No, Dr: No, Sh: No

CMND. UNDEAD: C: No, SP: No, Dr: No, Sh: No

All clergy of Llerg gain animal lore (carnivores) as a bonus non-weapon proficiency. No animal will attack a clergyman of Llerg, even

if summoned, although if the Llerg-worshipper attacks the animal it will retaliate. The few druids who worship Llerg are the sort who are not concerned with plants, but who devote themselves to the protection of animals from sport or trophy-hunters; these druids are often at odds with mages seeking animal parts as spell components. All clerics, druids, specialty priests and shamans of Llerg must seek out and defeat a bear without killing it in solo combat, using a weapon of their choice, once they reach 5th level; the penalty for refusing to do so or fleeing from such a fight is death at the hands of the god's minions.

Llerg's temples are simple stone or wooden buildings with large open spaces. They are built in places frequented by wild animals, and prey animals tend to avoid such places due to the predators in the area. The interior of the building is carved and painted with animal motifs, with animal skins, decorating the walls and floor. An open fireplace dominates the center of the temple.

Llerg's clergy are known as "beastwalkers." Each chooses one of the god's three favorite forms as his patron animal; the highest priest of a temple assumes the animal's name as part of his own title, such as "bear-priest" or "snake-shaman."

Most of Llerg's followers are human (90%), although some humanoid tribes and a few groups of creatures such as yuan-ti and lizardmen also worship the Fang. 55% of his clergy are clerics, 15% are specialty priests, 25% are shamans, and 5% are druids. He is mostly worshipped by the Tilva peoples, Amedio and Hepmonaland savages and northern barbarians, so his following is 90% Suel; at least 75% of his clergy are male.

Dogma: Watch and learn from the beasts of the land. Emulate their strength. The predator is your brother; let him teach you, and prove your strength to him when he thinks you are weak. Eliminate weakness in yourself and those you battle.

Day-to-Day Activities: Llerg's priests serve as battle advisors to the leaders of their tribes and as trainers for the warriors. They are often called to stop unwanted animal attacks upon farms and villages. Their knowledge of animals gives them an edge in hunting, and they lead such excursions when their people are going hungry — a critical role in the harsh northlands.

Holy Days/Important Ceremonies: The first appearance of large predators after winter is a day for celebration; the priests spend all morning in prayer, then wrestle and dance in the firelight that night. The first snowfall of winter is likewise heralded as a time for prayer and ritual, putting the animal spirits to rest until the world renews itself; in regions that get no snow, the first day of Sunsebb is used instead. This winter ceremony consists of securing food stores, prayers over animal skins and feats of strength such as rock lifting and axe hurling.

Major Centers of Worship: Hesuel Ilshar

Affiliated Orders: Other than a few small clans of lycanthropes, there are no known organized groups affiliated with Llerg's following. **Priestly Vestments:** Priests of Llerg wear bear skins, alligator hides and snake skins during worship; these skins are carefully preserved and often decorated with jewels for eyes. Necklaces, armlets and belts of carved animal bones complement their dress, and many tie animal teeth and

claws to their faces or hands during such times, or even pierce their bodies with these items.

Adventuring Garb: Adventuring priests favor typical barbarian garb, with thick leather girdles carved with bear images; most also wear either a bearskin cloak or a "Llerg-cloak," a tasseled robe woven to represent the pelt of a bear.

Specialty Priests (Feral)

REQUIREMENTS: Strength 14, Wisdom 9

PRIME REQ.: Wisdom, Strength

ALIGNMENT: CN

WEAPONS: battle axe, club, dagger, hand axe, short bow, spear

ARMOR: Any up to scale

MAJOR SPHERES: All, Animal, Combat, Healing, Protection

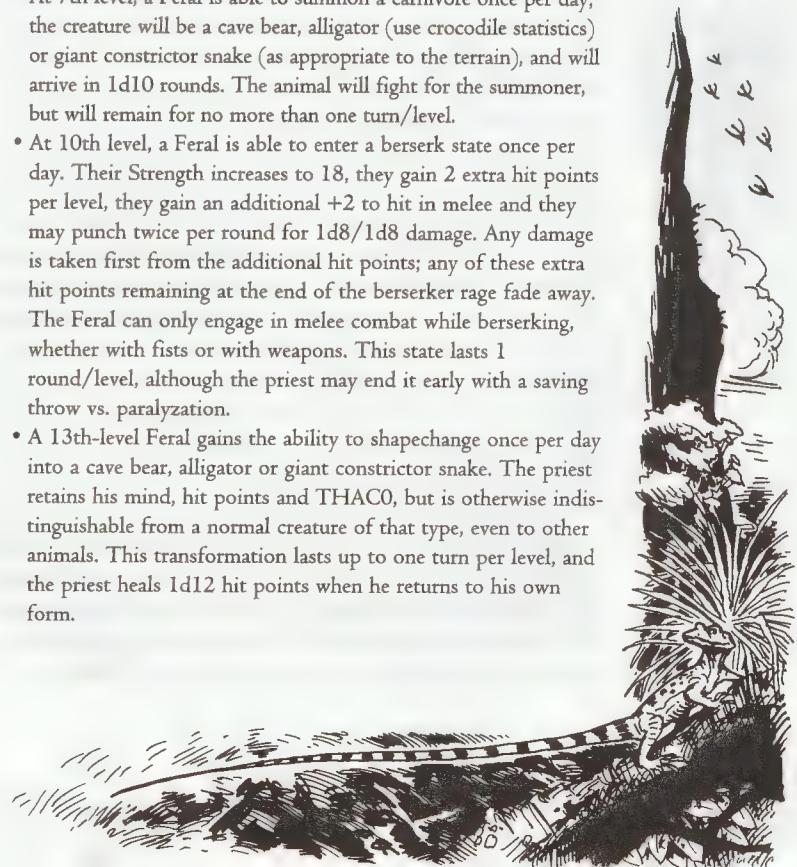
MINOR SPHERES: Creation, Divination, Elemental (all), Necromantic

MAGICAL ITEMS: As clerics

REQ. PROFS: Animal handling

BONUS PROFS: Hunting, survival

- The Feral, like all clergy of Llerg, will not be attacked by animals unless the animal is attacked first.
- At 1st level, a Feral may increase his Strength once a day by 1d6 points (maximum of 18), lasting 1 round/level.
- At 3rd level, a Feral's Strength is permanently increased by 1 point (maximum 18).
- A 5th-level Feral must defeat a bear as described earlier. Those who survive gain the ability to track as a ranger of the same level.
- At 7th level, a Feral is able to summon a carnivore once per day; the creature will be a cave bear, alligator (use crocodile statistics) or giant constrictor snake (as appropriate to the terrain), and will arrive in 1d10 rounds. The animal will fight for the summoner, but will remain for no more than one turn/level.
- At 10th level, a Feral is able to enter a berserk state once per day. Their Strength increases to 18, they gain 2 extra hit points per level, they gain an additional +2 to hit in melee and they may punch twice per round for 1d8/1d8 damage. Any damage is taken first from the additional hit points; any of these extra hit points remaining at the end of the berserker rage fade away. The Feral can only engage in melee combat while berserking, whether with fists or with weapons. This state lasts 1 round/level, although the priest may end it early with a saving throw vs. paralyzation.
- A 13th-level Feral gains the ability to shapechange once per day into a cave bear, alligator or giant constrictor snake. The priest retains his mind, hit points and THAC0, but is otherwise indistinguishable from a normal creature of that type, even to other animals. This transformation lasts up to one turn per level, and the priest heals 1d12 hit points when he returns to his own form.





Pyremius

(Blazing Killer, Demon of Venom, Hideous Assassin)

Lesser Power of the Gray Waste, NE

PORTFOLIO: Fire, Poison, Murder

ALIASES: None

DOMAIN NAME: Niflheim/The Black Volcano

SUPERIOR: None

ALLIES: Syrul, Mydiancharus (the oinoloth)

FOES: None

SYMBOL: Fiendish head with winglike ears

WOR. ALIGN: NE, LE, CE

Pyremius is the Suel power of fire, poison and murder. Images of this god show him as a grotesque-looking man whose head resembles that of a jermelaine; he wears great brass bracers and carries a sword, called *The Red Light of Hades*, and whip, called *The Viper Of Hades*. Originally a demigod of poison and murder, he poisoned Ranet, the previous Suel goddess of fire, during the height of the Suel empire. With Ranet weakened, Pyremius was able to steal her fire-portfolio and corrupt it from a life-giving power into a destructive element.

Pyremius is worshipped by arsonists, pyromaniacs, assassins and some intelligent monsters such as firenewts, jermelaine and grimlocks. His worship embodies the destructive nature of fire and not its benefits; Pyremius is never supplicated as a benign hearth deity. He and Syrul strongly support the Scarlet Brotherhood, and temples to the fiery god are prominent in every Brotherhood city.

He is distrustful of the other Suel gods and the powers of the other Oerthly pantheons; he remembers all too well how he came to power and doesn't wish to have the same thing happen to him. His only ally is Syrul, whom he understands to an extent and therefore feels he can trust more than any other god.

MANIFESTATIONS:

Pyremius speaks through open flames, occasionally causing them to assume his visage. He also has caused flaming runes to appear on swords, walls or doors; these runes drip black fluid, and witnesses of these events fast enough to collect it find that the substance is an extremely dangerous poison (save at -4 or die). Note that these flaming runes can ignite other materials and often set afire the very object upon which they are placed. Those who displease him are often found dead in the morning with a warning message seared onto their backs.

The Church

CLERGY: Clerics, specialty priests, assassins

CLERGY'S ALIGN.: NE

TURN UNDEAD: C: No, SP: No

CMND. UNDEAD: C: No, SP: No

Pyremius' clergy gain fire-building as a bonus nonweapon proficiency. Spellcasting clergy are never granted spells that use cold. While assassins are welcome as members of the clergy, they usually don't make it into the higher levels of the church hierarchy because of their lack of fire-magic.

The Hideous Assassin's temples are always built of mortared stone, preferably volcanic, with red and orange shapes enameled onto the

walls and covered in glaze to reflect the light. Fires burn in the center of every public room at all times. There are many alcoves and blind corners, giving visitors who spend any time here a strong feeling of paranoia.

Priests of Pyremius are known as "deathseekers." Those of 5th level and above are called "vipers" and 9th level or higher priests are "firelords." Many priests elect not to use the titles, knowing that advertising their higher rank might draw unwanted attention from inferiors.

50% of Pyremius' worshippers are human, 20% are humanoids such as orcs, half-orcs and goblins, with the remainder evenly divided among firenewts, jermelaine and grimlocks. Of his human devotees, 40% are Suel, 35% are Oeridian and 25% Flan. Females are as common as males in his temples, although among nonhumans the number of females is much lower. 30% of his clergy are assassins, 60% are clerics and 10% are specialty priests.

Dogma: The world shall perish in fire. Burn that which threatens you and kill those who would keep you from this. Even the greatest enemy must sleep; their backs can always be found and their meals flavored. Those who fall to such tactics are unworthy and deserve their fate.

Day-to-Day Activities: Pyremius' priests practice stealth, observe other people, and expose themselves to great heat. They are the dark side of the person-watching coin: While a bard studies someone to guess his nature and his story, a deathseeker studies a person to find his weaknesses. They survey hot, dangerous locales, such as hot springs, volcanoes, burning buildings, and so forth, and build excellent forges. They explore familiar and new plants to create new poisons.

Holy Days/Important Ceremonies: Hot, dry days that cause fires are holy times for these obsessive people; they meet at the site of such fires and offer prayers to their fickle god. Sacrifices of prisoners and slaves are conducted at the beginning of winter, spring and low summer; these victims are poisoned with corrosive substances, stabbed in the back and burned alive on great pyres.

Major Centers of Worship: Hesuel Ilshar

Affiliated Orders: The Redblades are a strong assassin faction in the Scarlet Brotherhood; they endorse the use of poisons for assassination, whether upon weapons or administered internally. Members of this group are knowledgeable in more poisons than most assassins and are familiar with poisons that can be cobbled together from common plants or substances.

Priestly Vestments: Priests of Pyremius wear orange silk trousers and jerkins, with another layer of red silk over that, slit to reveal the inner layer; one wearing such a costume appears to ripple with flame. Heavy bracers made of brass adorn the wrists, and males and females shave their heads. Ceremonial tools are a small sword made of brass and a fine leather whip braided with red gold.

Adventuring Garb: Alternating colors of red and orange are the norm for adventuring followers of the Blazing Killer. This is normally accomplished with patches of one color sewn onto clothes of the other, strips of both colors tied in elaborate knots or vivid body paints.

Specialty Priests (Firedraught)

REQUIREMENTS:	Constitution 13, Wisdom 9
PRIME REQ.:	Wisdom
ALIGNMENT:	NE
WEAPONS:	any
ARMOR:	Any up to leather
MAJOR SPHERES:	All, combat, creation, elemental (fire), guardian, summoning
MINOR SPHERES:	Divination, Healing, Necromantic, Plant, Protection
MAGICAL ITEMS:	As clerics and thieves
REQ. PROFS:	Herbalism
BONUS PROFS:	Cooking, stonemasonry (forges, fireplaces, etc.)

- Firedraughts are never granted spells that use cold.
- At 1st level, a Firedraught is +1 on all saves vs. fire attacks and -1 on all saves vs. cold attacks.
- A 3rd-level Firedraught can detect poison by taste; they may also cast poison (reverse of neutralize poison) once per week.
- At 5th level, a Firedraught's save bonus vs. fire attacks increases to +2, and her save penalty vs. cold attacks increases to -2. She may backstab as a thief for ×2 damage.
- At 7th level, yugoloths will react favorably to a Firedraught, shifting one reactions category toward "friendly" due to Pyremius' alliance with these creatures. Saving throws vs. a Firedraught's poison attack are at -1.
- At 9th level, a Firedraught can cast pyrotechnics once per day. His backstabbing ability increases to ×3 damage.
- 11th-level Firedraughts gain an additional -1 penalty on saves vs. cold attacks (-3 total); if hit by a cold attack, they take an extra point of damage per die, up to the normal maximum for the attack. The priest can also use a fire shield (warm flames version) once per day.
- Firedraughts of 16th level and higher are a total of -4 on saves vs. cold attacks, and one hit point lost per cold attack they suffer is permanent until regained by a restoration or wish spell. They may cast a 10d6 fireball once per day.

Syrl

(The Forked Tongue, The Night Hag, Oathbreaker)

Lesser Power of the Gray Waste, NE (LE)

PORTFOLIO: Lies, deceit, treachery, false promises

ALIASES: None

DOMAIN NAME: Khalas/Castle of Ugly Truth

SUPERIOR: None

ALLIES: Pyremius

FOES: None

SYMBOL: Forked tongue

WOR. ALIGN: Any non-good

Every lie, every deceitful act, every betrayal empowers the evil goddess Syrl. She is shown as a dirty old hag in ragged clothing, although this visage is supposedly an illusion and she looks quite nondescript beneath this disguise.

Syrl is worshipped by those who use untruths to advance their

cause, whether personal, political or magical. Those who make and break promises also follow her, for the goddess rewards those who can deceive others. She doesn't mind her followers telling truths and making promises they intend to keep, for it's much easier to trick people with a lie after lulling them into a false sense of trust.

Suspecting the other gods of the Suel are hiding something, Syrl doesn't associate with most of her pantheon; while she can perceive deception instantly, she isn't sure if this ability works on gods or if the other gods simply don't reveal enough to be detected as a lie. Pyremius is the exception to her aversion; the fiery murderer is her sort of being, and she has worked with him on many interesting projects.

MANIFESTATIONS:

Syrl commonly manifests on Oerth as black smoke, dank fog, black horses and a great ringing noise that drowns out other sounds. She can cause people to assume her face temporarily, and she often breaks or shatters simple items such as pottery, swords and doors. Vegetation may wither and rot or appear whole on the outside only to be found full of insect larvae. Apparently, "beauty is only skin deep" is a common theme for the goddess of untruths.

The Church

CLERGY: Clerics, specialty priests

CLERGY'S ALIGN.: NE, LE

TURN UNDEAD: C: No, SP: No

CMND. UNDEAD: C: Yes, SP: Yes

Clergy of Syrl gain a modern language proficiency as a bonus non-weapon proficiency, as well as a "doublespeak" language similar to thieves' cant where words do not mean what they seem to mean, allowing secret communication in the open.

There are few obvious temples to Syrl outside of the Tilva lands, although most major cities in the Flanaess have at least a small shrine to the goddess hidden somewhere in the thieves' quarter. Her temples are strange affairs made of gnarled wood and tortured-looking stone. The walls are carved with weird designs that resemble one thing from one angle and something different from another. Unusual paintings hang from the walls, such as two dark figures standing between a pair of trees which — if observed long enough — resolves into an image of a skull. Spinning wooden disks with pleasant and ugly images on either side hang from the ceiling.

Syrl's followers are called "forktongues," with priests of 4th level and above taking the title "perjurer." 6th-level priests are "fabulists," and those of 10th level and above are "equivocators."

Syrl's following is 90% human, with the balance being evil humanoid leaders, thieves and assassins; equal numbers of human men and women worship her, while the humanoids are almost entirely male. Most of her human worshippers are Suel (70%), with Oeridians most of the remainder (20%). Of her clergy, clerics and specialty priests are about equal in number.

Dogma: Protect what you know by shielding it in a lie. Your tongue is a weapon more deadly than any blade — the greatest and smallest fall with a well-spoken untruth. Give your word when it is needed, and



break it when it is no longer useful to you. Trust is for fools; betraying a fool is the greatest gift you can give them.

Day-to-Day Activities: Syrul's clerics work in places where their ability to lie can be put to its best advantage — in merchant stalls, court-rooms, embassies and fortunetellers' booths. Many fork-tongues are accomplished actors, performing in plays of their own creation that suggest terrible things about current authority figures. They hone their dissembling skills in debate, both public and private, and are hired to distract suspected spies and unwanted ambassadors with a maze of half-truths and outright fabrications.

Holy Days/Important Ceremonies: The eleventh day of each month is a holy day for the fork-tongues, although there is no formal ceremony at these times. Instead, the fork-tongues are not permitted to tell any truths that day, though they must craft true-sounding lies and get others to believe them. Younger priests mostly keep silent on this day, watching and learning from their elders. Any fork-tongue speaking a truth on this day has his legs broken and reset askew as a warning.

Major Centers of Worship: Hesuel Ilshar

Affiliated Orders: There are reports from the temples of Syrul of several bands of Syrul-worshipping assassins specializing in disguise; other reports deny existence of these master spies. The fact that numerous assassins — including the Father of Diplomacy, Foster Uncle Pramas — claim to be members of this group only confuses the issue.

Supposedly these assassins have eliminated and replaced key officials in Greyhawk, Nyrond and the Yeomanry to make work easier for the Brotherhood in enemy lands.

Priestly Vestments: Priests of the Oathbreaker wear golden robes — often sewn with actual gold thread — adorned with a large, forked-tongue symbol; the inner lining of the robes ranges from medium brown to near-black. This garb is complemented by an elaborate wooden staff that cleverly conceals an ornate dagger. A forked-tongue amulet of red metal, preferably red gold or lacquered rusted iron, is worn over the robe.

Adventuring Garb: Adventuring priests of Syrul wear golden-yellow robes with a red forked-tongue symbol. Even when these robes become ragged and dirty, the tongue-symbol must remain recognizable.

Specialty Priests (Prevaricator)

REQUIREMENTS: Intelligence 13, Wisdom 9

PRIME REQ.: Wisdom, Intelligence

ALIGNMENT: LN, LE

WEAPONS: Crossbow, dagger, garrote, short sword, staff, whip

ARMOR: Any up to chain

MAJOR SPHERES: All, Astral, Charm, Divination, Healing, Summoning

MINOR SPHERES: Elemental, guardian, necromantic, protection, thought

MAGICAL ITEMS: As clerics

REQ. PROFS: Etiquette

BONUS PROFS: None

- Prevaricators of 1st level and above automatically detect when any divination-type spell is being cast upon them and can determine

the exact spell if they make a saving throw vs. spell. They can use a *friends* spell once per day.

- At 3rd level, Prevaricators gain the ability to obscure alignment once per day.
- At 7th level, a Prevaricator may use *undetectable lie* once per day.
- A 9th-level Prevaricator is granted a vision by Syrul without requiring a sacrifice; the vision is automatically granted and the priest's question is answered. The priest also gains +1 on all attack rolls on one of his chosen weapons.
- A 13th-level Prevaricator may use *detect lie* once per day, although this does not work on clergy of Syrul.
- At 15th level, a Prevaricator may summon a nightmare once per month to serve as her steed. After an hour-long prayer by the priest, the nightmare arrives. The priest must give the nightmare an offering of oat-shaped platinum flakes, as described in the *MONSTROUS MANUAL*, to compel its service for 72 hours; it will attack if the offering is not made.

Wee Jas

(Witch Goddess, Ruby Sorceress, Stern Lady, Death's Guardian)

Greater Power of Acheron, LN (LE)

PORTFOLIO: Magic, death, vanity, law

ALIASES: None

DOMAIN NAME: Tintibus/Patterned Web

SUPERIOR: None

ALLIES: Boccob, Fortubo, Lendor, Osprem

FOES: Beltar, Dalt, Llerg, Norebo, Phaulkon, Phyton, Vatun

SYMBOL: Skull against a ruby background

WOR. ALIGN: LN, LE, N, NE

Wee Jas oversees death and the application of magic in the world. Unlike Boccob, who oversees magic in all of Oerth, Wee Jas' domain is the creation and usage of magic items and spells. She is always portrayed as a stunning Suel woman dressed in a beautiful gown, and often wears some sort of skull ornament, whether a ring, bracelet or necklace.

Worshiped mainly by wizards (and especially necromancers) across the Flanaess, the Scarlet Brotherhood venerated her for her magical power, her death aspect, and her belief in a strict order in all things. The common people of the Brotherhood believe that Wee Jas protects a departing soul on its way to the afterlife, and the priests of Wee Jas are greatly respected because of this. Note that she is a protector of the departing soul, not the body; therefore she does allow use of spells such as *animate dead*. She is supportive of wizards who wish to become liches — a long-lasting and worthwhile use of magical power.

Wee Jas does not tolerate insurrection in her mortal or immortal followers and is nearly as strict as those she associates with; her inclination is more to punish those who fail her than to praise those who succeed, and her punishments can be harsh. Thus, she is loosely allied with all the lawful Suel gods and hostile to the chaotic ones. She largely ignores gods from the Oeridian and Flan pantheons, although she dislikes Myhriss for her status as goddess of beauty.

The only exception to her antipathy of the chaotic Suel gods is Norebo; she is madly attracted to him despite his alignment. Their love

Appendix

affair is supposedly secret, although word of it has spread to the rest of the pantheon and even to their worshippers. It is rumored that the divine couples' first argument caused the southern Crystalmists to erupt in flames, earning their current name, the Hellfurnaces. The churches of Norebo and Wee Jas tolerate each other, although outright conflicts are not unknown.

MANIFESTATIONS:

When Wee Jas manifests on Oerth, she normally does so through gems, skulls or magical items. Gems might become as bright as a *light* spell or darken to inky blackness to show her favor or disfavor, or to attract attention to something she wishes seen. Decorative or actual skulls might speak as if under the influence of a *magic mouth* spell, and magical items might float, dance, or activate their powers. If extremely displeased or taking action to defend a favored worshipper, the target of her wrath might be attacked by an animated flying skull with 90% magic resistance (attacks as an 8 HD monster with maximum hit points, a movement rate of 9", and a bite that does 3d4 damage). She may also *animate* any statue and speak through it or cause it to attack as a stone golem.

The Church

CLERGY: Clerics, specialty priests, wizards

CLERGY'S ALIGN.: LN, LE

TURN UNDEAD: C: Yes, SP: Yes, W: No

CMND. UNDEAD: C: Yes (with permission), SP: Yes (with permission), W: No

All clerics and specialty priests of Wee Jas gain the religion (Suel) proficiency as a bonus nonweapon proficiency. Non-classed clergy members have the ability to cast a *cantrip* spell (lasting one round) once per day. Clerics and specialty priests must ask permission before using their power to *command undead* or if they wish to *raise* or *resurrect* a character. The worshipper must use a *commune* spell to speak to the goddess in these situations; she rarely gives permission to revive a non-lawful character (50%) and is even less likely to give permission for a chaotic character to be helped (15% chance). She rarely (15%) gives permission to command chaotic undead, sometimes (50%) allows the command of other non-lawful undead, and usually (80%) allows the commanding of lawful or mindless undead; in any case the use of the undead must further the cause of law, magic or death. A priest who doesn't ask her permission or goes against her wishes in this immediately loses one experience level and three levels of spellcasting ability until he is able to perform an *atoning*. Followers of lower rank are expected to obey the orders of their superiors unquestioningly.

Churches to Wee Jas are uncommon outside of the Scarlet Brotherhood. Within the Brotherhood lands, a beautiful temple to the goddess is erected in every major city. The temple is always built much like a mages' tower, and is often guarded by *charmed* monsters and slaves. The temples are decorated with artful statuary and unobtrusive skull motifs; they often store lore and records of local law, so each temple has an extensive library. A few even have permanent magical fires burning atop the highest point of the temple.

The followers of Wee Jas are collectively known as the Jasadin (JASS-a-din). The only title the clerics and specialty priests assume is

"magus" at 9th level, although the greatest priest of a temple is usually known as "high magus" to represent her rank.

Almost all (95%) of Wee Jas' worshippers are humans, with 4% half-elves and the remainder mostly the rare evil elves. 70% of her human worshippers are Suel, with Flan, Oeridian, and mixed-race evenly composing the rest. 50% of her clergy are specialty priests, 30% are wizards, and 20% are clerics. There are approximately the same number of males as females.

Dogma: Magic is the key to all. Understanding yourself and the world around you, personal power, security, order, control over your fate — all come through the study of magic. Respect those who have been here before you, passed on their knowledge and left the world to make room for you, for the time will come when your life is over and those who come after will honor your passing.

Day-to-Day Activities: Wee Jas' followers arbitrate disputes, give magical advice, investigate magical curiosities, research magic and administer funerals. More powerful priests can magically fortify the temple and the city in which they live.

Holy Days/Important Ceremonies: Nights when a moon is waxing are holy nights to Wee Jas — they represent the heavens showing their beauty, but not so much as to anger the vain goddess. Great magical fires are lit on certain of these nights, with illusion magic creating images of her. Coldeven 4th (when both moons are waxing) is called the Goddess' Blush by her followers; on this night, the most valuable piece of jewelry discovered in the previous year is sacrificed to her in the fire.

Major Centers of Worship: Hesuel Ilshar

Affiliated Orders: A conclave of fire elementalist wizards calling themselves the Cabal of the Everburning Flame sprang up in Hesuel Ilshar perhaps twenty years ago; all worshippers of Wee Jas, they volunteer as battlewizards for the church or the Brotherhood and create and maintain the magical fires burning in the temples of their homeland.

Priestly Vestments: Priests of Wee Jas wear layered full-length robes, alternating gray and black. The robes always have hoods but are normally drawn back to reveal the wearer's head, which is normally adorned by jewelry. Other jewelry showing skulls and gems are worn on the arms and neck, and they carry ornate staves.

Adventuring Garb: Adventuring priests wear gray or black robes, adorning them with runes or jewelry as they see fit.

Specialty Priests (Karuth)

REQUIREMENTS: Intelligence 13, Wisdom 9

PRIME REQ.: Wisdom

ALIGNMENT: LN, LE

WEAPONS: As wizards

ARMOR: None

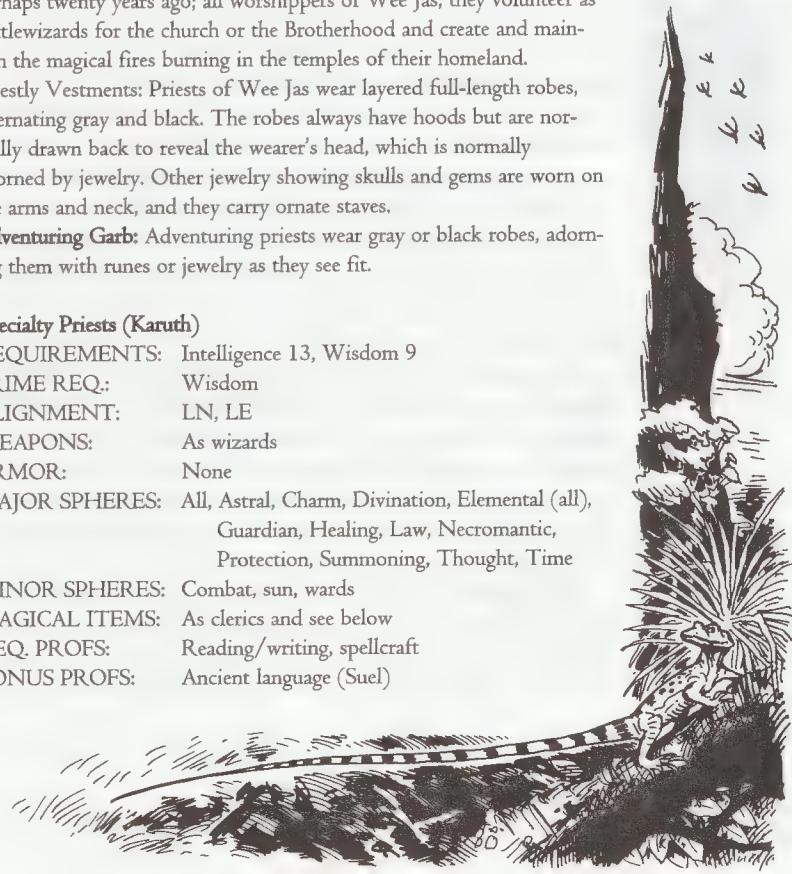
MAJOR SPHERES: All, Astral, Charm, Divination, Elemental (all), Guardian, Healing, Law, Necromantic, Protection, Summoning, Thought, Time

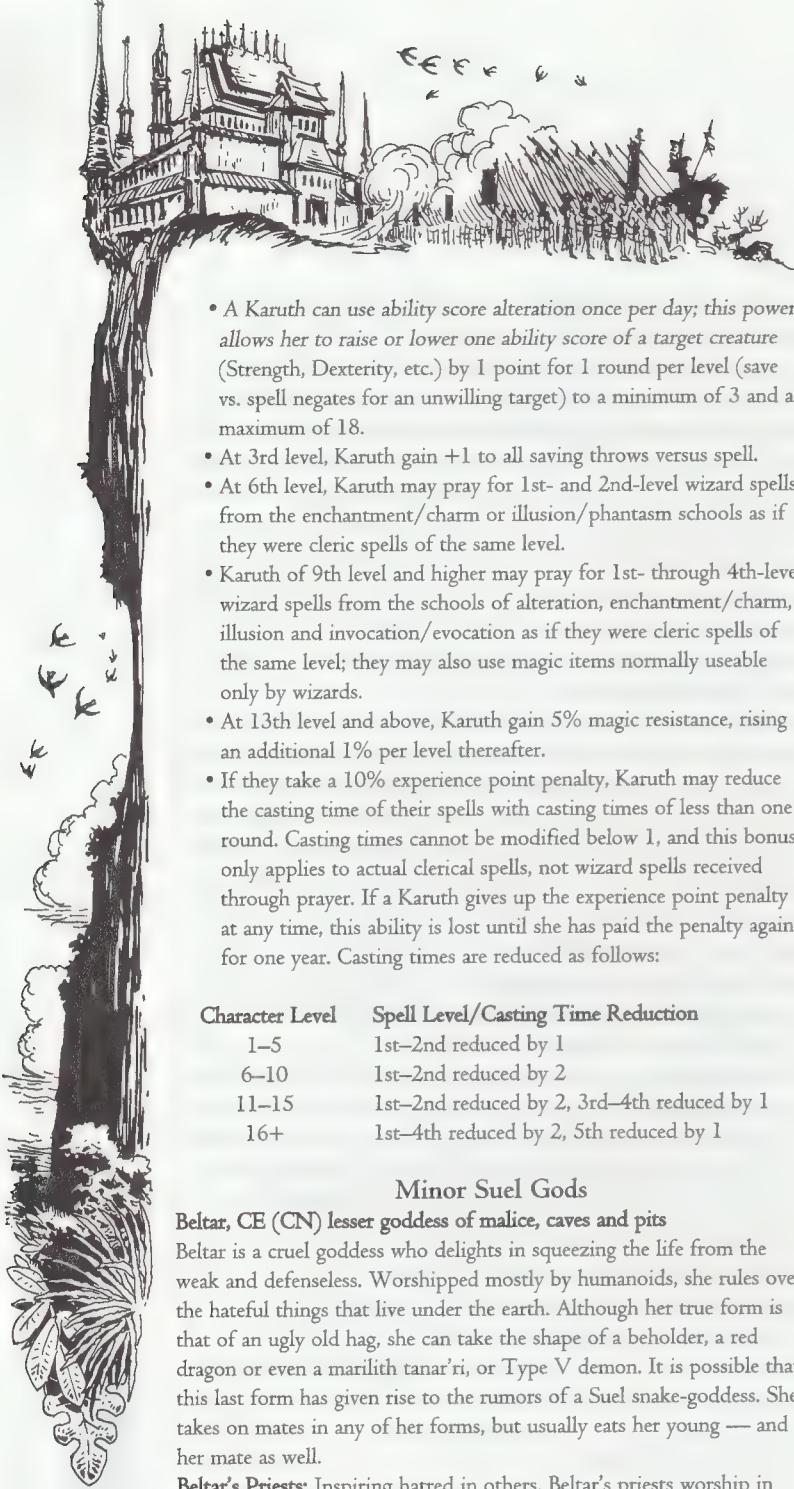
MINOR SPHERES: Combat, sun, wards

MAGICAL ITEMS: As clerics and see below

REQ. PROFS: Reading/writing, spellcraft

BONUS PROFS: Ancient language (Suel)



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- A Karuth can use ability score alteration once per day; this power allows her to raise or lower one ability score of a target creature (Strength, Dexterity, etc.) by 1 point for 1 round per level (save vs. spell negates for an unwilling target) to a minimum of 3 and a maximum of 18.
 - At 3rd level, Karuth gain +1 to all saving throws versus spell.
 - At 6th level, Karuth may pray for 1st- and 2nd-level wizard spells from the enchantment/charm or illusion/phantasm schools as if they were cleric spells of the same level.
 - Karuth of 9th level and higher may pray for 1st- through 4th-level wizard spells from the schools of alteration, enchantment/charm, illusion and invocation/evocation as if they were cleric spells of the same level; they may also use magic items normally useable only by wizards.
 - At 13th level and above, Karuth gain 5% magic resistance, rising an additional 1% per level thereafter.
 - If they take a 10% experience point penalty, Karuth may reduce the casting time of their spells with casting times of less than one round. Casting times cannot be modified below 1, and this bonus only applies to actual clerical spells, not wizard spells received through prayer. If a Karuth gives up the experience point penalty at any time, this ability is lost until she has paid the penalty again for one year. Casting times are reduced as follows:

Character Level	Spell Level/Casting Time Reduction
1–5	1st–2nd reduced by 1
6–10	1st–2nd reduced by 2
11–15	1st–2nd reduced by 2, 3rd–4th reduced by 1
16+	1st–4th reduced by 2, 5th reduced by 1

Minor Suel Gods

Beltar, CE (CN) lesser goddess of malice, caves and pits

Beltar is a cruel goddess who delights in squeezing the life from the weak and defenseless. Worshipped mostly by humanoids, she rules over the hateful things that live under the earth. Although her true form is that of an ugly old hag, she can take the shape of a beholder, a red dragon or even a marilith tanar'ri, or Type V demon. It is possible that this last form has given rise to the rumors of a Suel snake-goddess. She takes on mates in any of her forms, but usually eats her young — and her mate as well.

Beltar's Priests: Inspiring hatred in others, Beltar's priests worship in deep caves and on other points of low ground. They require sacrifices from their constituents to appease their foul goddess. Priests of Beltar are often the leaders of humanoid tribes, especially those in league with more powerful monsters (beholders, demons, and dragons are the preferred masters). Beltar rewards her priests with undead; most return (as NPCs, if player characters) within one year as a type of undead appropriate to their hit dice.

Requirements: AB Wis 12; AL CE, CN; WP any; AR any; RA black or dark grey; SP All, Charm, Combat, Divination*, Elemental (Earth), Healing*, Necromantic*, Summoning, Sun (rev)*; SPL none; PW 1) detect snares & pits; 3) may rake with bare hands for 1d6/1d6

(+ any Strength bonuses); 5) meld into stone; 7) emotion: hate; 10) summon shadow; 13) speak with monsters; TU command.

Dalt, CG lesser god of portals, doors, enclosures, locks and keys

Dalt was largely forgotten until the mage, Mordenkainen, discovered one of the god's artifacts, after which he gained popularity among those who watch over, open or break down doors. Said to be the brother of imprisoned Vatun, Dalt searches for the means to open the mystical barrier that keeps the North God bound in enchanted slumber. He makes inroads with the other gods of the Flanaess to increase awareness of his existence and to find help in his quest. He appears as a wizened old man with piercing eyes and wild white hair or as a young, red-haired thief. **Dalt's Priests:** Dalt's priests teach an ironic combination of building better doors and developing ways to bypass them. They putter about in workshops and slink around in dungeons. They believe in guarding valuables and freeing items from those who don't deserve them. They can open locks as a thief of their level, using the values in Table 19 of the *DUNGEON MASTER Guide*. They may cast any priest spell that involves closing, opening, or portals, regardless of sphere.

Requirements: AB Dex 15; AL CG; AR as thief; RA black jerkin and fine black leather gloves; SP All, Astral, Creation*, Divination, Elemental (All)*, Guardian, Healing, Protection*, Summoning, Wards; SPL none; PW 1) hold portal; 3) knock or wizard lock, rope trick; 5) Leomund's tiny hut; 7) dimension door or Leomund's secure shelter; 10) Leomund's secret chest; 13) guards and wards; TU nil.

Fortubo, LG (LN) lesser god of stone, metals, mountains and guardianship

Fortubo was once very fond of the Suel people but abandoned them in disgust when he learned of their creation of derro from enslaved dwarves. Most of his current clergy are dwarves, though a few gnomes worship him; he is allied with Moradin and Berronar of the dwarven pantheon. He vehemently opposes to theft, murder, evil and the subjugation of dwarvenkind. He is shown as a small Suel man who strongly resembles a dwarf; this resemblance is more pronounced in dwarven temples.

Fortubo's Priests: The priests of Fortubo are protectors of their community. He has no preference toward male or female worshippers, and married couples are encouraged to enter the priesthood together. He forbids his priests from multi- or dual-classing, demanding absolute devotion. Required to carry no special gear, any hammer will serve as a holy symbol for a priest of Fortubo. They gain +1 to hit and damage with any stone or metal weapon. Children whose parents are both priests of Fortubo are blessed at birth with exceptional Wisdom (13) and Constitution (12).

Requirements: AB Wis 11, Con 12; AL LG, LN (rare); WP hammer (required), any priest; AR any; RA any; SP All, Combat*, Creation*, Divination*, Elemental (Earth, Fire), Guardian, Healing, Protection, Wards; SPL none; PW 1) sanctuary; 3) spiritual hammer; 5) stone shape, +1 on all saves vs. petrification (bonus increases by 1 per level thereafter); 7) dig (also affects stone); 8) dwarven priests may pray for raise dead once a week (useable only on gnomes or dwarves; power is granted only to one dwarven high priest in all of the Flanaess); 10) spike stones or wall of stone; 13) stone tell; TU nil.

Appendix

Jascar, LG lesser god of hills and mountains

Jascar is a strong god devoted to protecting hills and mountains as well as advancing the cause of good; Phaulkon often associates with him on the latter goal. He has a fierce hatred of Beltar, whose sites he sees as a corrupt inversion of the places he loves, and has a friendly rivalry with his brother Fortubo. He takes pride in forming hills from flatlands and mountains from hills, placing treasures in each for good people to find. Jascar appears as a powerful man with a long brown beard — an atypical Suel — and long hair, wearing a thick silver breastplate.

Jascar's Priests: Jascar's priests study hills and mountains, searching for entrances to underground lairs where evil humanoids and monsters lurk. They lead mining-survey expeditions and crusades against marauding humanoids. Each carries a small hammer or pick as a holy symbol. Priests of Jascar choose a species enemy just like a ranger, with all of the benefits and penalties of this choice.

Requirements: AB Str 13, Con 13; AL LG; AR any metal; RA earth-tones, with white cloth headdresses or white metal caps during ceremonies; SP All, Combat, Divination*, Elemental (Earth, Fire*), Guardian, Healing, Protection; SPL none; PW 1) *protection from evil*; 3) *meld into stone*; 5) +1 to saving throws vs. petrification (bonus increases by 1 per level hereafter); 7) shapeshift into heavy warhorse (no spell use possible in horse form); 10) shapeshift into pegasus (can still cast spells up to 4th level as long as they require no more than a holy symbol as a material component); 13) *move earth, stone to flesh*; TU turn.

Kord, CG intermediate god of athletics, sport, brawling, strength and courage

Kord is the one of the most powerful Suel gods, second only to Lendor, his grandfather. Once worshipped more than any other Suel deity, his following has lessened somewhat since the Greyhawk Wars because the god does not have a protective aspect. Kord appears as a hugely muscular man with a long red beard and red hair. He wears dragon-hide gauntlets, boots and fighting girdle of white, blue, and red, respectively. He is reputed to be easily distracted by a comely face, and many claim divine lineage due to this lusty god; he prefers humans and elves, but has been known to dally with other demihumans and even giants. He enters a blood rage when severely wounded, and only Lendor can restore him to sanity before he kills all friends and foes nearby; this ferocity endears him to most barbarians.

Kord's Priests: Kord's priests favor physical prowess over magical might, and normally use their spells to enhance themselves and their companions rather than attack others directly. Expected to be leaders, they wear Kord's colors, but never in the same configuration attributed to the god. They consider wearing dragon-hide armor to be blasphemous unless the wearer is a descendant of the god. They may choose nonweapon proficiencies from the Warrior list at no penalty. Any of Kord's priests who display cowardice are disowned and immediately lose spellcasting abilities, becoming a fighter of equal level.

Requirements: AB Str 13, Con 13; AL CG; WP any; AR any; RA white, blue and red clothing; SP All, Chaos*, Combat, Creation*, Divination*, Healing, Protection*, Travelers*; SPL detect lawful (variant of detect evil), protection from lawful (variant of protection from

evil); PW 1) +1 on all saves vs. fear attacks, *enlarge*; 3) save bonus vs. fear attacks increases to +2, *strength*; 5) *prayer or protection from normal missiles*; 7) *cure serious wounds*, save bonus vs. fear attacks increases to +3; 10) Strength increases by 1 (maximum 18/00), save bonus vs. fear attacks increases to +4; 13) *heal*, save bonus vs. fear attacks increases to +5; TU nil.

Lendor, LN intermediate god of time, tedium, patience and study

Lendor is the father and mother of all the Suel powers. The Prince of Time and Master of Tedium concerns himself with the greater machinations of time and the universe. As such, he is aloof and rarely intervenes on Oerth. He has been known to step in when his children get out of hand. He has very few worshippers — mainly sages, old men, recordkeepers and others who seldom influence the world at large. He appears as a husky older Suel man with long white hair and beard.

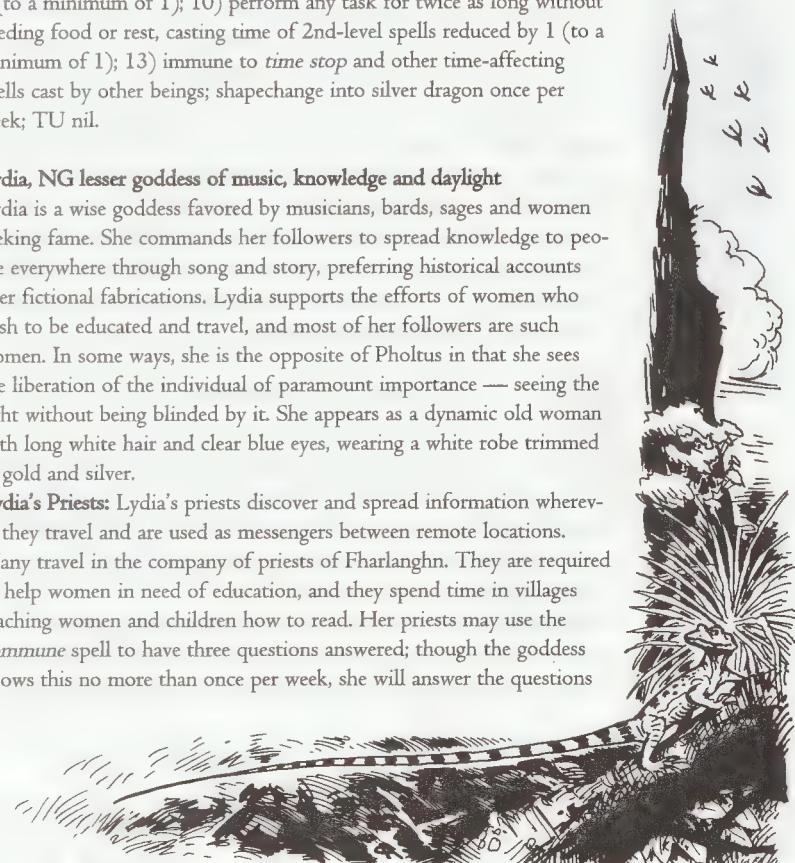
Lendor's Priests: Unswervingly devoted to law and neutrality, the priesthood of Lendor ties itself to endless rituals, meticulous formalities and careful observation of the long-term effects of actions. They consider themselves superior to other priests and expect respect from their inferiors.

Requirements: AB Int 14; AL LN; WP long sword or any nonedged weapon; AR leather, chain; RA silver robes adorned with a black circle containing Lendor's holy symbol; SP All, Astral, Charm*, Divination, Elemental (air), Guardian*, Healing, Law, Necromantic*, Numbers*, Protection*, Thought, Time; SPL none; PW 1) +2 protection (as if wearing a *ring of protection +2*), +2 bonus to all proficiency checks on tasks that take 1 turn or more to complete; 3) *withdraw* (double duration from priest's perspective); 5) *slow*; 7) perform tedious tasks in half the normal time, casting time of 1st-level spells reduced by 1 (to a minimum of 1); 10) perform any task for twice as long without needing food or rest, casting time of 2nd-level spells reduced by 1 (to a minimum of 1); 13) immune to *time stop* and other time-affecting spells cast by other beings; shapeshift into silver dragon once per week; TU nil.

Lydia, NG lesser goddess of music, knowledge and daylight

Lydia is a wise goddess favored by musicians, bards, sages and women seeking fame. She commands her followers to spread knowledge to people everywhere through song and story, preferring historical accounts over fictional fabrications. Lydia supports the efforts of women who wish to be educated and travel, and most of her followers are such women. In some ways, she is the opposite of Pholtus in that she sees the liberation of the individual of paramount importance — seeing the light without being blinded by it. She appears as a dynamic old woman with long white hair and clear blue eyes, wearing a white robe trimmed in gold and silver.

Lydia's Priests: Lydia's priests discover and spread information wherever they travel and are used as messengers between remote locations. Many travel in the company of priests of Fharlanghn. They are required to help women in need of education, and they spend time in villages teaching women and children how to read. Her priests may use the *commune* spell to have three questions answered; though the goddess allows this no more than once per week, she will answer the questions





completely and exactly (if briefly), although she will withhold knowledge she deems unwise for the questioner to know. When praying for spells, her priests are required to give updates on what they have learned; this means they take 30 minutes longer than normal when praying for spells.

Requirements: AB Int 11, Cha 12; AL NG; AR as bard; RA white robes trimmed with gold and silver; SP All, Astral, Charm, Divination, Elemental (All)*, Healing, Protection, Summoning, Travelers*; SPL none; PW 1) detect magic or comprehend languages; 3) augury or color spray; 5) locate object or continual light; 7) divination or rainbow pattern; 10) rainbow; 13) commune or true seeing; TU turn.

Norebo, CN lesser god of luck, gambling and risks

Norebo is a very popular Suel god. His temples are known as the "Churches of the Big Gamble" and are popular in the barbarian states as well as more civilized locales. He admires any mortal who takes great risks for great rewards and is the patron of all thieves. Although he chafes at law's restrictions, he is the lover of the lawful Wee Jas and has been so — off and on — for more than a thousand years. Although he likes minor magic, he finds it unsportsmanlike for dual- or multi-classed thieves to use spells to harm or kill their targets, such as casting hold person on someone before backstabbing him. Norebo is normally shown as a man of average height, weight and features, although he has been shown in many other forms.

Norebo's Priests: Norebo's priests are firm believers in chance, so they can be talked into making a wager on just about anything. Many work in or own gambling houses, while others wander the world seeking to add randomness to the lives of everyday people. They especially enjoy bothering priests and followers of St. Cuthbert and Pholtus. They have the ability to hide in shadows, move silently, climb walls and remove traps as a thief of their level (using the standard values from Table 19 in the *DUNGEON MASTER Guide*).

Requirements: AB Dex 14; AL CN; WP as thief; AR as thief plus chain; RA brown or dark green robes; SP All, Charm*, Chaos, Combat, Divination*, Elemental (All)*, Guardian*, Healing, Numbers*, Protection*, Sun (rev)*, Travelers*; SPL none; PW 1) may attack twice per round with a dagger or sling, knock; 3) alter self or wizard lock; 5) dispel magic or phantom steed; 7) Dexterity increased by 1 (maximum 19); polymorph self; 10) dagger and sling attacks per round increases to 3, seeming; 13) find the path; TU nil.

Osprem, LN lesser goddess of sea voyages, ships and sailors

More compassionate than her sometime-lover Xerbo, Osprem is the guardian of those who travel on or through the sea. Sailors invoke her protection to guard them from storms and sea monsters, although she has been known to send such threats after ships that offend her, as well as terrible ice storms on villages that disobey her laws. She appears as a whale, a giant barracuda, a dolphin, or as a beautiful woman wearing a flowing gown that resembles seaweed.

Osprem's Priests: Osprem's priests shepherd naval vessels through dangerous waters and bless ships. They often serve the spiritual needs of communities that depend on the sea for survival. They get along

priests of Xerbo and are indifferent to other sea powers. Priests of Osprem often foist themselves into positions of political power.

Requirements: AB Con 14; AL LN; WP trident (required), any weapon used by sailors; AR any; RA blue robes or brass armor decorated with symbols of ships, dolphins, barracuda and whales; SP All, Animal (sea creatures only), Charm*, Divination, Elemental (water), Healing, Necromantic*, Protection, Travelers*; SPL bless vessel (see below); PW 1) animal friendship; 3) +2 protection (as a ring of protection +2) when on or in the water; 5) polymorph self into dolphin or barracuda; 7) water breathing (self only, at will), ice storm; 10) water walk (self only, at will); 13) shapeshift into 16 HD sperm whale once per week; 15) summon water elemental (as summon earth elemental) once per week or dismiss water elemental (no saving throw) once per week; TU nil.

Spells: bless vessel (4th-level priest spell, Protection sphere): This spell makes a seagoing vessel half as likely to suffer a calamity (capsizing, man overboard, broken rigging, torn sails, etc.); it lasts the duration of one voyage port to port. It may be reversed into curse vessel, which makes the likelihood of such an occurrence twice normal.

Phaulkon, CG lesser god of air, wind, clouds, birds and archery

Phaulkon is an active deity who sends many omens to the people of the Flanaess. He concerns himself with all things that happen under the open sky. He also knows much about artifacts and relics as well as how to temporarily negate their powers. He sees through the eyes of birds and keeps close ties to Aerdrine Faenya, elven goddess of air and weather. Second to Kord in fighting ability, Phaulkon is a favorite god for military leaders, especially those who rely upon archers. He appears as a clean-shaven Suel man, usually bare-chested, with wind-tousled hair; he is occasionally depicted with wings. Phaulkon and Jascar are friendly toward each other, often working together for the advancement of good on Oerth.

Phaulkon's Priests: The priests of this god study the air and clouds for portents and work to protect flying animals, much as a druid would. Phaulkon's priests teach archery and bowmaking to people so they may hunt to feed themselves, and they instruct soldiers on ranged combat. Occasionally they give aid when rumors of an evil artifact surface. They gain the bowyer/fletcher nonweapon proficiency for free. During ceremonies, they wear white clothes and feather headdresses.

Requirements: AB Str 10, Dex 13; AL CG; WP dagger (required), longbow (required), short bow, short sword, long sword; AR any up to chain; RA blue clothing; SP All, Animal (flying creatures only), Combat*, Divination, Elemental (air), Healing, Protection*, Summoning, Travelers, Weather; SPL none; PW 1) feather fall; 3) Melf's acid arrow; 5) speak with animals (normal birds only) at will; 7) fly; 10) control winds; 13) conjure air elemental once per week (as conjure earth elemental); TU nil.

Phyton, CG lesser god of nature, natural beauty and farming

Phyton is the protector of the unspoiled wilds, admirer of the beauty of nature, and toiler of the rich earth. He rewards those that work the land

without overtaxing it and those that stand in awe of the masterpieces that nature has created. He helps farmers during lean years and is mainly worshipped in rural areas. He is shown as a youthful-looking Suel man, and can take the shape of any creature that normally lives in a forest.

Phyton's Priests: Phyton's priests get along well with druids — in fact, some druids worship Phyton — and choose one geographic region to watch over, typically about 300 square miles, or a circle one day's walk in diameter. They use their magic to help people and animals as well as to enhance crops and prevent famine. Priests of Phyton gain +2 to all saving throws when in their chosen region or in a forest.

Requirements: AB Int 11, Wis 12; AL CG; WP any; AR any; RA robes of brown or green (lighter colors in autumn); SP All, Animal*, Charm*, Divination*, Elemental, Healing, Plant, Sun, Weather; SPL none; PW 1) locate animals or plants, shocking grasp; 3) goodberry, +2 to all saves vs. plant-based poisons; 5) plant growth; 7) warp wood 3×/day, animal summoning I; 10) tree 3×/day, commune with nature; 13) plant door 3×/day, liveoak; TU nil.

Vatun, CN lesser god of northern barbarians, cold, winter, and arctic beasts (imprisoned)

Vatun has been imprisoned for the past 700 years due to priests of the Oeridian god Telchur, and little is known of where he is or how aware he is of his surroundings. When he was free, Vatun was a whirlwind of cold rage and energy, inspiring his barbarian followers to raid south as often as possible. He punished cowardly tribes with harsh storms and monsters of the frozen wastelands; faithful tribes living nearby were untouched. The northern barbarians carry the legend of the Five Blades of Corusk, which when united would free their lord to work his revenge against Telchur and the Oeridian people. Vatun appears as a huge man wearing polar bear furs with a beard of ice and snow, and frozen fog coming from his mouth.

Vatun's Priests: Because their god is unable to grant them spells, priests of Vatun can only acquire 1st- and 2nd-level spells through the power of their faith; they also gain no special abilities that emulate 3rd- or higher-level spells while their god is imprisoned. They tell the legends of Vatun and preach that the North God will wreak vengeance on those who treacherously bound him, and when that day comes the barbarians will march behind their god to victory over the warm lands. They otherwise heal the injured and aid their people in battle. They may use any priest spell that involves cold, including chill metal.

Requirements: AB Con 15; AL CN; AR any barbarian; RA white furs; SP All, Animal, Combat*, Divination*, Healing, Protection*, Sun*, War*, Weather; SPL none; PW 1) endure cold; 3) resist cold or fog cloud (fog bank variant); 5) hold animal or water walk; 7) wall of ice or polymorph self into polar bear; 10) transmute rock to mud or cone of cold; 13) conjure animals or weather summoning; TU nil.

Xerbo, N lesser god of the sea, sailing, money and business

An indifferent power, Xerbo firmly believes in the "law of the seas" — that no sea creature should be favored over another. This attitude makes him unpopular with those who make their living from the sea, especially as he also believes that land-based creatures, including intelligent ones,

have no place in the water and will not allow his priests to help them unless they are acting to protect sea creatures or the sea itself. Xerbo is instead favored for his mercantile aspect, especially by those less wealthy or disheartened with Zilchus; Xerbo is also worshipped by cynical older sailors who see the sea as something to be feared and respected rather than exploited. He is depicted as a large, moustached man with kelp-like hair, wearing armor made of the shell of a dragon turtle. Xerbo is the favored deity of seafaring barbarians.

Xerbo's Priests: Xerbo expects his priests to care only about the seas, and he does not tolerate extended stays on land, especially for foolish pursuits such as exploring ruins and dungeons. They are not allowed to restore anyone killed in or crossing the sea unless a non-sea creature caused the death. His priests normally watch over mercantile vessels on trade routes or facilitate businesses through naval ports. They never use spells that create or manipulate fire, although spells such as protection from fire are allowed. All of their beneficial spells can affect sea creatures as well as they do humans.

Requirements: AB Int 13, Wis 12; AL N; WP trident (required), any weapon used by sailors or useable underwater; AR any nonmetal; RA vestments of blue and green (resembling waving sea vegetation); SP All, Animal (sea creatures only), Combat*, Creation*, Divination, Elemental (water), Healing, Necromantic*, Numbers*, Plant* (sea plants only), Protection*; SPL none; PW 1) comprehend languages or detect magic; 3) speak with animals (sea creatures only); 5) water breathing; 7) lower water or raise water; 10) control winds; 13) conjure water elemental (as conjure fire elemental); TU nil.





MAGIC ITEMS

Staff of Suel Law (C, W)

Made of deklo wood that has been bleached bone-white, the *staff* is carved with circle around a skull, with the space inside the circle inlaid with red enamel. The *staves of Suel law* are symbols of law within the lands of the Scarlet Brotherhood, and are carried by the shokal of the police branch of the Office of Order; the shokal use the *staves of Suel law* to solve difficult crimes. The *staff* has the following powers that each use one charge:

- command*
- comprehend languages*
- death recall*
- detect poison*
- ESP*
- friends*
- hypnotism*
- knock*
- locate object* (wizard version)

The following powers cost 2 charges per use:

- detect lie*
- speak with dead*
- suggestion*
- tongues*

The *staff* may be recharged.

Cloak of the Couatl

This item is a short cloak made of couatl feathers. When activated, the wings spread out and allow the wearer to fly at a rate of 18 for up to two hours per day. The wearer may also become invisible at will (as per the *ring*), but any time spent invisible counts against the available time for flying, so the wearer may fly invisibly for up to one hour. This item is normally only found in Hepmonaland and the Amedio.

Weeping Hexagram

This minor artifact was discovered by the Scarlet Brotherhood in 6091 SD in a cavern near the Ziggurat of Black. It was a ten-foot-diameter ring of black iron inset with a bowed hexagram; it seeped blood when exposed to sunlight. Believed to be tied in some way to the mysterious god Tharizdun, the Brotherhood began exploring and cataloging its magical abilities, which included the ability to create darkness, animate the dead, attack minds with phantoms and summon creatures from other planes. It was broken in 6096 SD when a party of outworlders led by a paladin of Hieroneous infiltrated Hesuel Ilshar and discovered the location of the *hexagram*. The paladin's holy sword broke the *hexagram* into three pieces when the two made contact, but the Brotherhood was able to intervene before the artifact was completely destroyed. Now they study the pieces and their fragmented powers, and seek a way to repair the item.

Black Opal of Syrul

Unearthed from Maznoth in 6027 SD, the uncut gem that was to become the *black opal of Syrul* was purchased by Syrul's church and invested with the magical power of the goddess of lies and deceit. Anyone who carries the *opal* is protected by an *undetectable lie* spell, may use its *friends* ability twice a day and may make a *suggestion* once per day. The power of this item makes all targets of these effects save at -2 to resist them. It also grants +2 protection to the bearer as a *ring of protection*.

Amulet of the Batrachian

Given to elite followers of Wastri, an *amulet of the batrachian* is a crude frog-like shape made of ancient gold worn on a chain of similar material. The wearer of such an item gets +4 on all saves vs. poisons from amphibians, may *jump* once per day, can *speak with animals* (amphibians only) once per day and may control up to 10 HD of amphibians with Int 7 or less, as a *potion of animal control*. Wastri becomes very angry if his *amulets* fall into the hands of anyone but his followers, so he may even send his subjects to reclaim them.

SPELLS

Devious Stares (1st-level wizard spell)

(Alteration)

Range: 2 yards/level Components: V, S
Duration: 2 rounds/level Casting Time: 1
Area of Effect: 1 creature Saving Throw: Neg.
This spell causes the target creature — if it fails a saving throw vs. spell — to believe that one individual chosen by the caster is scrutinizing them. The creature sees malice in the individual's appraisal, derision in his laughter and evasiveness in his disinterest, whereas the source of these false impressions is unaware that he is the cause. This spell is normally used to distract the creature from a different threat, such as a spy or assassin. If cast on an NPC, the DM should decide the exact effect based on the subject's Intelligence, alignment and basic nature; in many cases a reaction roll is appropriate, treating all results better than "neutral" as "neutral."

Weighty Bonds of Thralldom (4th-level wizard spell)

(Alteration)

Range: Touch Components: V, S, M
Duration: Permanent Casting Time: 1 turn
Area of Effect: 1 creature Saving Throw: None
This spell causes the lower limbs of one or more creatures to become magically heavy. The movement rate of the targeted creatures is reduced to half normal, and they can run for a maximum of three rounds every hour. Furthermore, the spell turns the target's lower legs and footwear coal-black. Used on slaves or prisoners, this spell allows the caster to employ people with useful skills without fear of their running away. The material component is a pair of gold wires tied into loops; these loops cost 100 gp each to make, and one pair is required for each creature to be affected. The loops disappear once the spell is cast.

MONSTERS

Bredthralls (slave races)

	Komazar	Kurg	Rullhow
CLIMATE/TERRAIN:	Tilvanot peninsula	Tilvanot peninsula	Tilvanot peninsula
FREQUENCY:	uncommon	uncommon	common
ORGANIZATION:	clan	herd	pack
ACTIVITY CYCLE:	day	day	twilight, night
DIET:	omnivore	herbivore	herbivore
INTELLIGENCE:	Average (8-10)	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Lawful Neutral	Neutral	Neutral
NO. APPEARING:	4d6	1d4	1d4
ARMOR CLASS:	9	9	10
MOVEMENT:	4	12	9
HIT DICE:	1	2	1/2
THAC0:	20	19	20
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	by weapon	1-4	1-2
SPECIAL ATTACKS:	Nil	Head butt	none
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (4' tall)	M (6' tall)	S (4 1/2')
MORALE:	Average (8)	Average (10)	Unreliable(4)
XP VALUE:	15	35	7

The Scarlet Brotherhood has had three recent successes in its experiments with breeding new races of slave-servants. Each of the following types of creature is the result of crossbreeding between humans and another creature.

Komazar

After many failures in trying to recreate the derro slave race, the Office of Thralls set its sights a little lower and developed the race they call the komazar. Resembling stunted humans with dark eyes, broad jaws, strong hands and disproportionately short legs, the komazar are an inbred mix of humans and dwarves. Most have Flan coloration, although some have the fairer coloration of Suel. Their short legs prevent them from easily escaping, and their strangely formed mouths make it difficult for them to speak. The komazar communicate largely in grunts and gestures. The komazar work the mines of the Scarlet Brotherhood. They wear simple shifts made of tough cloth.

Combat: A komazar uses whatever mining implement is available when forced into combat. However, their conditioning from the Brotherhood makes them very unlikely to attack unless threatened.

Habitat/Society: Komazar live in small clans in the upper caverns of the mines they work. Both males and females work. The young are left in a shallow pit while their parents are gone, as they are too small to climb out unaided. The adults are considered equals, and they have no leaders of their own — all komazar report to a human overseer.

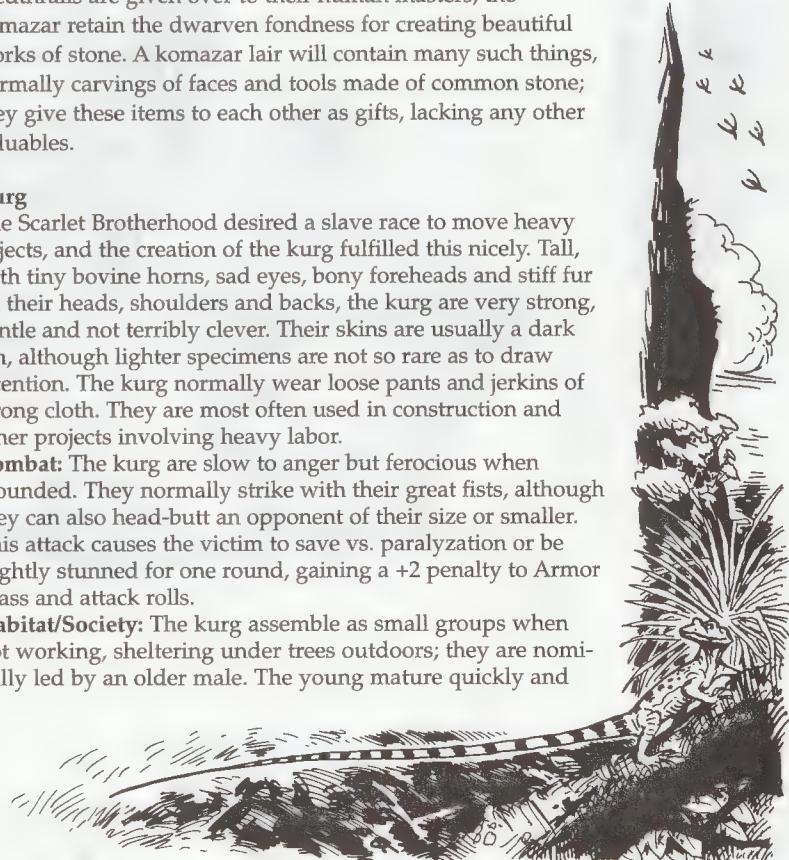
Ecology: While any precious materials unearthed by these bredthralls are given over to their human masters, the komazar retain the dwarven fondness for creating beautiful works of stone. A komazar lair will contain many such things, normally carvings of faces and tools made of common stone; they give these items to each other as gifts, lacking any other valuables.

Kurg

The Scarlet Brotherhood desired a slave race to move heavy objects, and the creation of the kurg fulfilled this nicely. Tall, with tiny bovine horns, sad eyes, bony foreheads and stiff fur on their heads, shoulders and backs, the kurg are very strong, gentle and not terribly clever. Their skins are usually a dark tan, although lighter specimens are not so rare as to draw attention. The kurg normally wear loose pants and jerkins of strong cloth. They are most often used in construction and other projects involving heavy labor.

Combat: The kurg are slow to anger but ferocious when wounded. They normally strike with their great fists, although they can also head-butts an opponent of their size or smaller. This attack causes the victim to save vs. paralyzation or be slightly stunned for one round, gaining a +2 penalty to Armor Class and attack rolls.

Habitat/Society: The kurg assemble as small groups when not working, sheltering under trees outdoors; they are nominally led by an older male. The young mature quickly and





normally accompany their parents to the work-sites as soon as they are able.

Ecology: The kurg only work under the orders of their Brotherhood masters. If left alone, they are content to wander the countryside in search of grain and sweets. They do no particular harm to the environment and produce no useful goods.

Rullhow

The result of a crossbreed between captured Olman and a lemur-like creature native to the jungles, the rullhow are hairy humanoids with tan to reddish skin, black hair on their heads, very large eyes and short tails. Normally, their stature is hunched; they usually go barefoot and wear only breechcloths

or loincloths. Agile climbers, the rullhow are responsible for keeping the streets and buildings of the Brotherhood cities clean.

Combat: The rullhow are timid and only fight if cornered. Their attack is either a feeble scratching or a desperate flailing with a brush, bucket, or other tool. When threatened, they escape if at all possible.

Habitat/Society: The rullhow live in secluded alleys and on roofs of buildings in the cities of the Tilvanot peninsula. They feel more secure in numbers, and young are raised by the pack.

Ecology: The rullhow pay meticulous attention to cleanliness, and the areas in which they live are free of refuse, litter and garbage. They help keep the population of vermin and insects low.



Gibbering Mouther, Greater

CLIMATE/TERRAIN:	Swamps, jungle, underground
FREQUENCY:	Unique
ORGANIZATION:	Solitary (monarchy)
ACTIVITY CYCLE:	Day
DIET:	Omnivore
INTELLIGENCE:	Low (7)
TREASURE:	Q, A (gems and gold only)
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	6, Sw 9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	6+
DAMAGE/ATTACK:	1(26) plus special
SPECIAL ATTACKS:	Gibbering, spit, bite, spawn
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Fanatic (17)
XP VALUE:	5000

The one greater gibbering mouther known to exist is Xuxeteanolahucuxolazapaminaco, god-king of the Amedio nation of Chetanicatla. Larger and stronger than others of its kind, it considers itself a god. The descriptions below indicate its additional abilities beyond those of typical gibbering mouthers.

Combat: The spittle of the greater gibbering mouther bursts into flame when it strikes a solid object. It may spit up to 20' away, causing 2d6 damage to the target and setting combustibles on fire.

Once a week it may separate a small portion of itself, normally only one or two mouths and a few eyes, creating an independent creature called a gibberspawn.

The mouther regenerates 2 hit points per round.

Habitat/Society: This creature lives in areas where it can dominate many beings such as in an inhabited ruin or humanoid lair. It thrives on attention and offerings; its appetite is such that its environment is quickly depleted unless it lives where there is a constantly renewing food source.

Unlike other gibbering mouthers, when it reproduces it does not form two creatures by asexual fission; one part retains the mind and abilities of the original and the other becomes a normal gibbering mouther.

Ecology: An unexpected mutation of an artificial magic creature, the greater gibbering mouther has no natural place in any ecology. It has depended for so long on others bringing it food that it would have a hard time hunting,



especially as the creature is more of a scavenger than a hunter.

Gibberspawn

A grapefruit-sized blob with a few eyes and mouths, a gibberspawn is a barely-intelligent bud of the greater gibbering mouther. It normally attaches itself to a living creature and slowly drains blood (1 hp per day) as its victim carries it around. The gibberspawn is able to give wordless suggestions to its host (similar to a *suggestion* spell, but only conveying emotions and simple thoughts), which it normally does in service to its monstrous parent. With the help of the gibberspawn, a greater gibbering mouther is able to control a significant territory. Gibberspawns are AC 7, 1 HD, have a movement rate of 3 and are worth 65 XP.



Onco

CLIMATE/TERRAIN:	subtropical to tropical jungle
FREQUENCY:	uncommon
ORGANIZATION:	solitary or family
ACTIVITY CYCLE:	day
DIET:	herbivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1d6-1
ARMOR CLASS:	6
MOVEMENT:	12
HIT DICE:	4
THAC0:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3/1d4/1d4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Champion (15)
XP VALUE:	120

The onco is an aggressive mammal closely related to the elephant, though it is about the size of a bear. Its tusks never grow to more than one foot in length. Oncos wander the jungle floor eating plant material and scaring other creatures from their territory.

Combat: An onco fights by striking with its trunk and tusks. Its smaller size allows it to use all three attacks on one opponent; it may also split its attacks among two different targets.

Habitat/Society: Oncos travel in small family units, normally a male and 1d4 females; any onco beyond this are immature young that do not fight. Solitary onco will be lone males in search of mates.

Ecology: Onco are too aggressive to make good mounts or beasts of burden. Their tusks are prized for the strength of their ivory, being worth around 100 gp per tusk. They graze the lower jungle, clearing spaces for other large creatures.



Ravenous

CLIMATE/TERRAIN:	tropical jungle
FREQUENCY:	very rare
ORGANIZATION:	pack
ACTIVITY CYCLE:	any
DIET:	living tissue
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil

NO. APPEARING:	2d6
ARMOR CLASS:	8
MOVEMENT:	9
HIT DICE:	see below
THAC0:	see below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d3 + special
SPECIAL ATTACKS:	Constitution drain
SPECIAL DEFENSES:	Spell immunity
MAGIC RESISTANCE:	See below
SIZE:	M or see below
MORALE:	Fearless (20)
XP VALUE:	65

The ravenous are zombie-like creatures created by Meyanok's famine in the city-state of Tolanok. They appear to be normal humans or mundane snakes that move with a slight stiffness and look emaciated as if from starvation. Most of their minds are gone, and their only thought is of satisfying the hungering ache in their stomachs and bones.

Combat: Ravenous attack with their natural weapon — nails for humans, bites or constriction for snakes. In addition to this damage, the touch of a ravenous draws vitality from the victim, resulting in a loss of one point of Constitution; this does not cause an adjustment in the victim's hit points due to a change in bonus hit points per level. A creature brought to 0 Constitution dies and rises as a ravenous within 24 hours unless the corpse is *blessed* or buried with a full meal. Only a human, humanoid, demihuman or a snake may be turned into a ravenous; a creature that rises as a ravenous has its original hit dice and THAC0; humans and demihumans become 1-HD ravenous. Lost Constitution is regained at a rate of 1 point per day in which the victim eats three full meals.

Like all undead, ravenous are immune to *sleep*, *charm* and *hold* spells. They are turned by clerics according to their hit dice. A ravenous can be distracted by throwing food to it — normal rations are preferred to dried ones — or the use of spells such as *create food and water* or *hero's feast*.



Habitat/Society: Formerly the inhabitants of a small, prosperous city and its outlying farms, the ravenous still gather in groups as their living counterparts had. A group may be all human-like or it may include some snakes. They hunt in packs to more easily bring down their victims, which are not eaten but drained of their life-giving properties. They have no concern for treasure.

Ecology: Ravenous take from their environment and give nothing back to it. When destroyed, their bodies collapse into dust and bone fragments. Ravenous can draw sustenance from plant life, but they quickly deplete their environment of this resource and therefore live in barren areas with dead and withered vegetation.



Su-Monkey

CLIMATE/TERRAIN:	subtropical to tropical forest or jungle
FREQUENCY:	rare
ORGANIZATION:	family
ACTIVITY CYCLE:	day
DIET:	omnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1d10
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	1
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	Psionic attacks
SPECIAL DEFENSES:	Immune to psionics
MAGIC RESISTANCE:	Nil
SIZE:	S (2' tall)
MORALE:	Average (8-10)
XP VALUE:	65

The su-monkey is a specially bred monkey that the Scarlet Brotherhood has been able to invest with some of the qualities of a su-monster. Several small families have been planted in the Tarlan; the Brotherhood plans to distribute these creatures near targets with known psionic powers. They look like normal monkeys with heads that are slightly larger than normal.

Combat: When threatened, a su-monkey attacks with a series of scratches and bites that cause a total of 1 point of damage. More dangerous, however, is its ability to mentally attack with the Telepathic Science of Psychic Crush, which causes the victims to save vs. paralyzation or suffer 1d8 points of damage (if used in a psionics campaign, a su-monkey has 60 PSPs); they are immune to mental attacks and are unaffected by the *find familiar* spell. They completely ignore humans of Suel coloration and never attack them.

Habitat/Society: Besides using their mental powers, su-monkeys behave exactly like typical monkeys in regard to breeding, socializing and territorialism.

Ecology: Monkeys are not large enough or numerous enough to harm their environment. They make no items and their bodies have no known useful properties. Their mental abilities make them useful guardians.



Thousandtooth

CLIMATE/TERRAIN:	any
FREQUENCY:	very rare
ORGANIZATION:	solitary
ACTIVITY CYCLE:	any
DIET:	omnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Lawful Evil

NO. APPEARING:	1
ARMOR CLASS:	5
MOVEMENT:	9
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1 + up to 8
DAMAGE/ATTACK:	1d6/1d3
SPECIAL ATTACKS:	Petrification, poison
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4' diameter)
MORALE:	Elite (14)
XP VALUE:	4000

The thousandtooth is a monstrosity made by mutating a medusa. It looks like an oversized human head with large sharp teeth and solid gray eyes. Rather than a body, it has a roundish lump of flesh behind the head from which sprout $8+1d4$ thick reptilian limbs, each ending in the head of a venomous snake. It moves by using three or more of its lower reptilian limbs as primitive legs. Some also have a pair of spindly arms growing from the sides of their fleshy bodies.

Combat: The thousandtooth retains the medusa's ability to petrify flesh, although its power is much weaker than a medusa's. Any creature that comes within 30' of the thousandtooth must make a saving throw vs. petrification at +2 or slowly change into stone. On the first round after the attack, the victim is *slowed* (as per the spell) but gains a +1 bonus to his armor class due to the stony consistency of his skin. On the third round, the victim is completely petrified. At close range, the thousandtooth attacks with its human-head bite and up to eight bites from its snake-limbs.

Anyone struck by a snake-head must save vs. poison or die (type F poison). The thousandtooth must make a saving throw vs. petrification +2 if it sees its reflection.

Habitat/Society: A thousandtooth is a solitary predator, claiming a few square miles as its turf. As it cannot outrun its prey, it must wait for creatures to approach it, so it prefers terrain with places to hide. It reproduces by budding — once a year, one of the snaky limbs drops off and crawls away as an independent creature; after a year of living like a



snake it begins to consume massive amounts of food to prepare for its metamorphosis. The snake changes into an adult thousandtooth after a week of hibernation; it can use all its powers and is particularly hungry after the change.

Ecology: The thousandtooth is a destructive predator, attacking anything in its territory that it sees as a threat or competition. This results in a number of statues in its territory as well as an increase in the number of predators in neighboring regions.

Tlokasazotz (Olman Bat-Vampire)

CLIMATE/TERRAIN:	Jungle
FREQUENCY:	Unique
ORGANIZATION:	Solitary (monarchy)
ACTIVITY CYCLE:	Night
DIET:	Blood
INTELLIGENCE:	High (14)
TREASURE:	A
ALIGNMENT:	Neutral Evil

NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	12, Fl 18 (D)
HIT DICE:	14th-level priest (82 hp)
THAC0:	12
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1d8/1d8/2d4
SPECIAL ATTACKS:	Cause lycanthropy, breath weapon, priest spells
SPECIAL DEFENSES:	Regeneration, +1 or better weapon to hit
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall) or M (5½' tall)
MORALE:	Champion (16)
XP VALUE:	9000

The tlokasazotz is a unique being — Zotlatlan, king of the Olman nation of Telaneteculi. His normal form is an 8' tall bat-like humanoid with large wings and huge talons on his arms. He can also assume his original shape, that of a cruel-looking Olman man of regal bearing.

Combat: Zotlatlan has been blessed with several potent abilities by his god. His claws and bite can easily tear through hard wood, copper or bronze (+1 to hit against armor of these materials). He can breathe fire, filling a 10' sphere in front of him and causing 6d6 damage to all within that area. He may change back into his original form for up to one turn, although he can do this no more than three times per day. In either of his forms, he has full access to spells as a 14th-level Olman priest — he may cast any spells that a specialty priest of Camazotz or Mictlantecuhtli can cast, although he gains no other powers of the specialty priests of those gods. His bite causes a form of lycanthropy, and he can automatically make someone into a form of werebat if he spends an undisturbed round drinking a victim's blood.

Weapons of enchantment less than +1 bounce off of his furry hide, and he regenerates 1 hit point per round no matter what shape he is wearing. His keen ears mean that he has a 50% chance of detecting invisible creatures. Zotlatlan is not undead, cannot be turned and is not harmed by holy water. He must drink blood every day or



begin to weaken, losing 1 hit point per day and losing the power to regenerate or breathe fire; he normally does not drink human blood unless he intends to create more werebats.

The people he turns into werebats are not typical werebats in that their lycanthropy is not contagious — they cannot infect others with their curse. They also only crave blood when Luna is full, otherwise eating as normal humans. However, children born of these werebats are werebats, and like normal werebats in terms of abilities, weaknesses and so on.

Habitat/Society: Zotlatlan rules his little kingdom in the jungle, watching over his theriomorphic subjects like an overprotective parent. He is served in his crumbling temple-palace by werebat servants and flies out nightly to feed on livestock and wild animals. He enjoys conversation and often greets visitors in his human form if they bring suitable gifts.

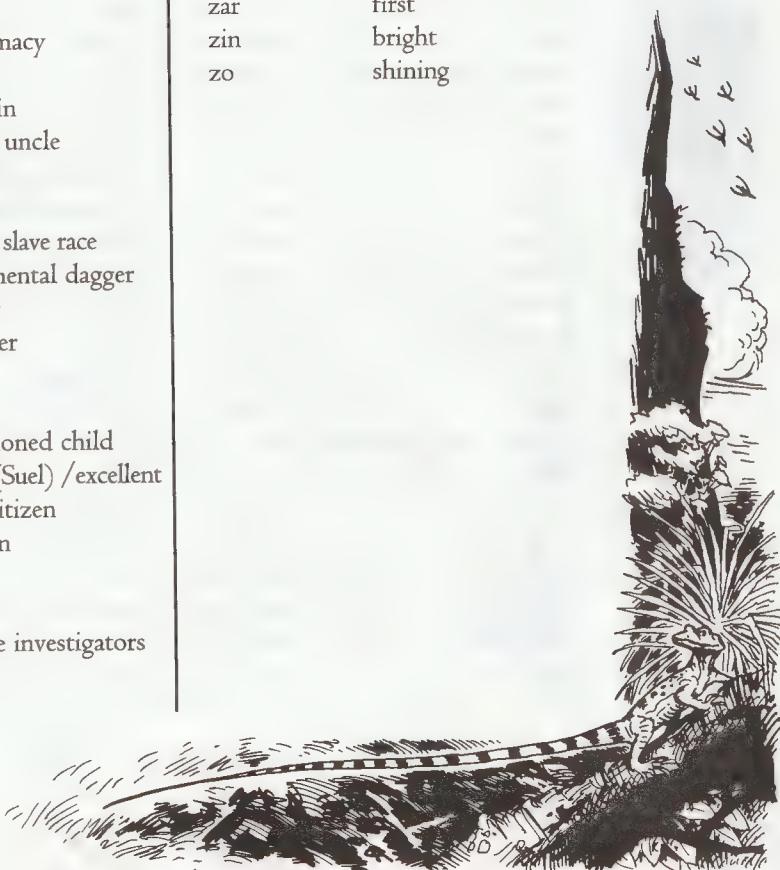
Ecology: A tlokasazotz is a parasitic mammal, much like a vampire bat. He does not normally kill his victims, so he does little harm to the ecostructure. It is only when Zotlatlan hears that his people are being harmed that he flies into a rage and creates a path of destruction on his way to those responsible.

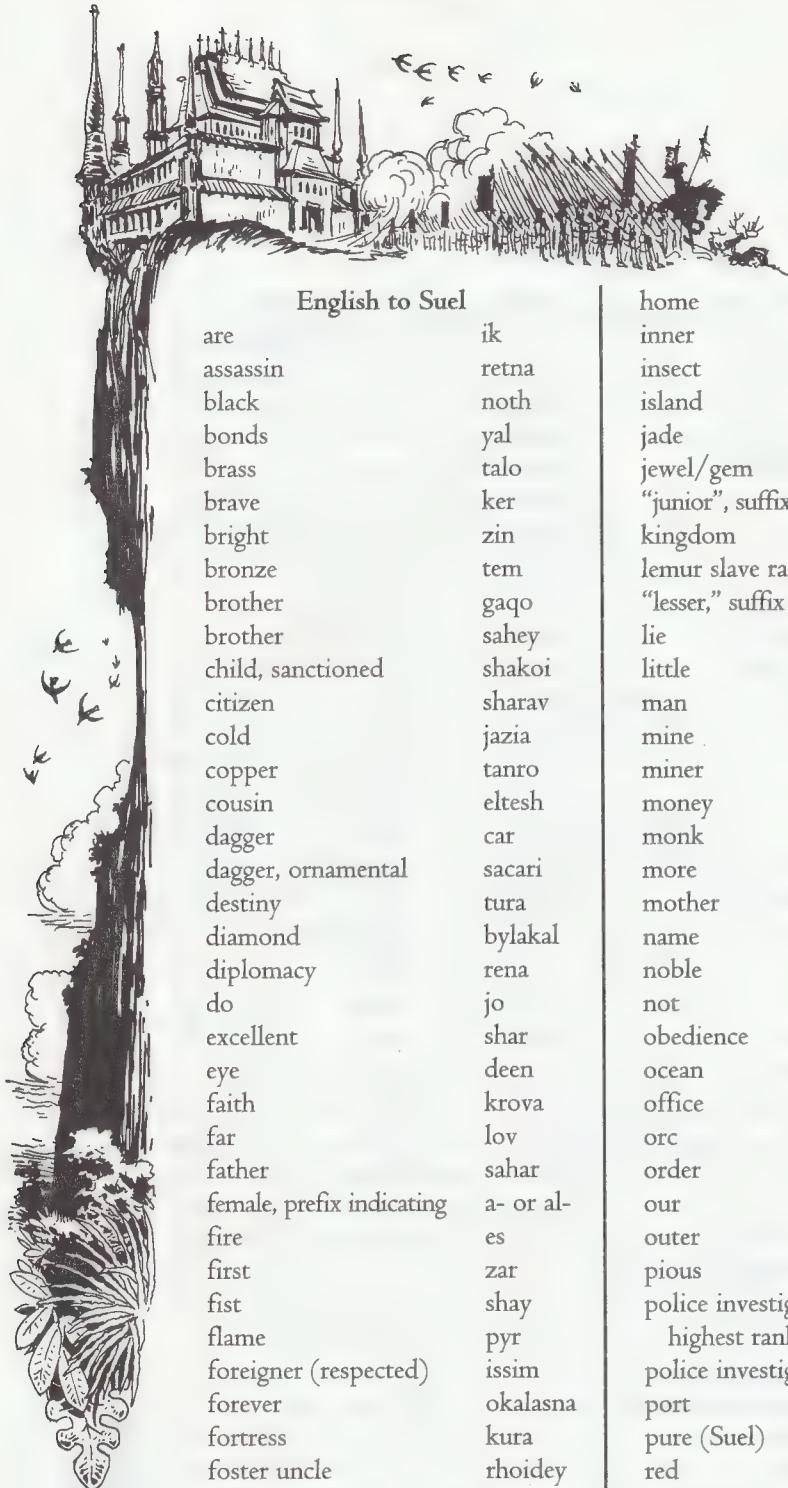
SELECTED SUEL WORDS

Suel to English	
a- or al-	prefix indicating female
ako	woman
asahey	sister
bal	jade
bil	name
bosok	soiled/slave-person
bylakal	diamond
byle	jewel/gem
car	dagger
caran	weapon
che	war
chebi	goblin
dancar	sword
deen	eye
denjo	search
eltesh	cousin
es	fire
-fon	suffix meaning "junior" or "lesser"
gaqo	brother
gov	smoke
hes	kingdom
hesiyev	togetherness
hesma	office
hesmali	rulership
hochebi	hobgoblin
ik	are
il	home
ila	more
ilasna	thousand
iru	lie
issim	foreigner (respected)
jazia	cold
jo	do
ka	monk
-kal	suffix indicating "senior" or "greater"
karuth	ruby skull
kay	head
kel	sorceror

kendeen	harsh/stern
ker	brave
kesh	steward
keshkal	senior steward
ko	man
komazar	slave race
kro	pious/holy
krova	faith
krovashar	heaven
kura	fortress
kurg	strong
kurga	slave race
larena	thief
lof	island
lov	far
lovok	outer
mav	not
maz	mine
mazar	miner
murma	mother
neya	will
not	hill
noth	black
okalasna	forever
os	ocean
pyr	flame
rena	diplomacy
renaru	spy
retna	assassin
rhoidey	foster uncle
rheidin	uncle
roka	orc
rullhow	lemur slave race
sacari	ornamental dagger
sahar	father
sahey	brother
se	our
sevvos	ship
shakoi	sanctioned child
shar	pure (Suel) / excellent
sharafon	sub-citizen
sharav	citizen
shay	fist
sho	hand
shodeen	police investigators

shokal	highest ranked police investigator
shu	inner
talo	brass
tanmi	silver
tanro	copper
tansho	money
tanva	gold
tem	bronze
thri	three
thuranzi	insect
thurg	small/little
tilva	south
tok	noble
tot	steel
tura	destiny
ulos	port
vo	word
volan	speak
volanzi	tooth
xia	red
yal	bonds
yalet	truth
yev	order
yevel	obedience
zar	first
zin	bright
zo	shining





English to Suel	home	il	small	thurg
are	ik	inner	shu	smoke
assassin	retna	insect	thuranzi	soiled
black	noth	island	lof	sorceror
bonds	yal	jade	bal	south
brass	talo	jewel/gem	byle	speak
brave	ker	"junior", suffix meaning	-fon	-fon
bright	zin	kingdom	hes	spy
bronze	tem	lemur slave race	rullhow	steel
brother	gaqo	"lesser," suffix meaning	-fon	stern
brother	sahey	lie	iru	steward
child, sanctioned	shakoi	little	thurg	steward, senior
citizen	sharav	man	ko	strong
cold	jazia	mine	maz	subcitizen
copper	tanro	miner	mazar	sword
cousin	eltesh	money	tansho	thief
dagger	car	monk	ka	thousand
dagger, ornamental	sacari	more	ila	three
destiny	tura	mother	murma	togetherness
diamond	bylakal	name	bil	tooth
diplomacy	rena	noble	tok	truth
do	jo	not	mav	uncle
excellent	shar	obedience	yevel	war
eye	deen	ocean	os	weapon
faith	krova	office	hesma	will
far	lov	orc	roka	woman
father	sahar	order	yev	word
female, prefix indicating	a- or al-	our	se	
fire	es	outer	lovok	
first	zar	pious	kro	
fist	shay	police investigator,		
flame	pyr	highest ranked	shokal	
foreigner (respected)	issim	police investigators	shodeen	
forever	okalasna	port	ulos	
fortress	kura	pure (Suel)	shar	
foster uncle	rhoidey	red	xia	
goblin	chebi	ruby skull	karuth	
gold	tanva	rulership	hesmali	
"greater," suffix indicating	-kal	search	denjo	
hand	sho	"senior," suffix indicating	-kal	
harsh	kendeen	shining	zo	
head	kav	ship	sevvos	
heaven	krovashar	silver	tanmi	
hill	not	slave race	komazar	
hobgoblin	hochebi	slave race	kurga	
holy	kro	slave-person	bosok	

HEPMONALAND

▲ Suel City
■ Olman City
■ Touv City



One inch is equal to
approximately 280 miles.

THE AMEDIO REGION



YANOT PENINSULA

Circa 6106 SD (591 CY)

ea



THE TILVANOT PENINSUL

Circa 6106 SD (591 CY)



Sure Sea



One inch is equal to approximately 60 miles.



Pearl Sea



THE TILVANOT PENINSULA

Circa 6106 SD (591 CY)



One inch is equal to approximately 60 miles.



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Sean Reynolds

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